

VVV	VVV	MMM	MMM	SSSSSSSSSSSS	LLL	IIIIIIII	0000000000	
VVV	VVV	MMM	MMM	SSSSSSSSSSSS	LLL	IIIIIIII	0000000000	
VVV	VVV	MMM	MMM	SSSSSSSSSSSS	LLL	IIIIIIII	0000000000	
VVV	VVV	MMMMMM	MMMMMM	SSS	LLL	III	000	000
VVV	VVV	MMMMMM	MMMMMM	SSS	LLL	III	000	000
VVV	VVV	MMMMMM	MMMMMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSSSSSSSSS	LLL	III	0000000000	
VVV	VVV	MMM	MMM	SSSSSSSSSS	LLL	III	0000000000	
VVV	VVV	MMM	MMM	SSSSSSSSSS	LLL	III	0000000000	
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSS	LLL	III	000	000
VVV	VVV	MMM	MMM	SSSSSSSSSSSS	LLLLLLLLLLLLLLLL	IIIIIIII	0000000000	
VVV	VVV	MMM	MMM	SSSSSSSSSSSS	LLLLLLLLLLLLLLLL	IIIIIIII	0000000000	
VVV	VVV	MMM	MMM	SSSSSSSSSSSS	LLLLLLLLLLLLLLLL	IIIIIIII	0000000000	


```
SSSSSSSS  CCCCCCCC  RRRRRRRR  EEEEEEEEE  EEEEEEEEE  NN  NN
SSSSSSSS  CCCCCCCC  RRRRRRRR  EEEEEEEEE  EEEEEEEEE  NN  NN
SS  CC  CC  CC  CC  CC  RR  RR  RR  RR  RR  NN  NN
SS  CC  CC  CC  CC  CC  RR  RR  RR  RR  RR  NN  NN
SSSSSS  CC  CC  CC  CC  CC  RRRRRRR  RRRRRRR  EEEEEEEEE  EEEEEEEEE  NNNN  NN
SSSSSS  CC  CC  CC  CC  CC  RRRRRRR  RRRRRRR  EEEEEEEEE  EEEEEEEEE  NNNN  NN
SS  CC  CC  CC  CC  CC  RR  RR  RR  RR  RR  NN  NN
SS  CC  CC  CC  CC  CC  RR  RR  RR  RR  RR  NN  NN
SSSSSSSS  CCCCCCCC  RR  RR  RR  RR  RR  EEEEEEEEE  EEEEEEEEE  NN  NN
SSSSSSSS  CCCCCCCC  RR  RR  RR  RR  RR  EEEEEEEEE  EEEEEEEEE  NN  NN
                                         ....
                                         ....
                                         ....
                                         ....
```

```
LL  IIIIII  SSSSSSSS
LL  IIIIII  SSSSSSSS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SSSSSS
LL  II  SSSSSS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SS
LLLLLLLLLL  IIIIII  SSSSSSSS
LLLLLLLLLL  IIIIII  SSSSSSSS
```



```
0001 0 XTITLE 'LIB$SCREEN - Screen Management'
0002 0 MODULE LIB$SCREEN (
0003 0 IDENT = 'V04-000' ! File: SCREEN.B32 Edit: PLL1011
0004 0 ) =
0005 1 BEGIN
0006 1
0007 1 *****
0008 1 *
0009 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
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0026 1 *
0027 1 *
0028 1 *****
0029 1
0030 1
0031 1 ++
0032 1 FACILITY: General Utility Library
0033 1
0034 1 ABSTRACT:
0035 1
0036 1 This module contains routines to perform terminal graphics
0037 1 functions on the logical device SYS$OUTPUT. The terminal type
0038 1 is interrogated and saved on the first routine call and
0039 1 determines the escape sequences to be sent to the terminal.
0040 1 For unknown terminals and terminals without any graphic
0041 1 functions (LA36), an appropriate sequence is sent when
0042 1 necessary (carriage return instead of SET_CURSOR.
0043 1
0044 1 ENVIRONMENT: User mode, Shared library routines.
0045 1
0046 1 AUTHOR: R. Reichert, CREATION DATE: 25-AUG-1982
0047 1
0048 1 MODIFIED BY:
0049 1
0050 1 1-001 - Original.
0051 1 This module is based on SCRPKG.MAR, version V03-001,
0052 1 dated 13-April-1982.
0053 1 RKR 25-AUG-1982
0054 1 1-002 - Use VMS logicals to point to require files. PLL 24-Jan-1983
0055 1 1-003 - Don't check the return status from FILL_MAP, to remain
0056 1 compatible with the original macro code. PLL 31-Jan-1983
0057 1 1-004 - In FILL_MAP, accept end_index equal to scr$l_area. PLL 3-Feb-1983
```



```
: 58      0058 1 1-005 - LIB$ERASE_LINE, LIB$ERASE_PAGE, and LIB$SET_SCROLL should treat
: 59      0059 1      a single null argument as no arguments passed. PLL 22-Feb-1983
: 60      0060 1 1-006 - Screwed up the last edit - try again. PLL 24-Feb-1983
: 61      0061 1 1-007 - Correct INVCHA error - it should be IVCHAN. PLL 19-May-1983
: 62      0062 1 1-008 - IVCHAN doesn't exist. Change back to INVCHA to allow system to build
: 63      0063 1      ADE 29-May-1983
: 64      0064 1 1-009 - In SCR$PUT_BUFFER, change call to SCR$PUT_SCREEN to OUTPUT. Try
: 65      0065 1      again to eliminate INVCHA error message. PLL 19-Jul-1983
: 66      0066 1 1-010 - To prevent an access violation, make sure that macro $SCR_APPEND
: 67      0067 1      doesn't try to move a negative number of bytes. PLL 9-Jul-1984
: 68      0068 1 1-011 - When buffering is turned off, make sure the bufsiz in the TCB is
: 69      0069 1      returned to the non-buffered length so subsequent non-buffered
: 70      0070 1      output isn't truncated. PLL 10-Jul-1984
: 71      0071 1 --
: 72      0072 1
```



```
: 74      0073 1 %SBTTL 'Declarations'
: 75      0074 1
: 76      0075 1 | SWITCHES:
: 77      0076 1 |
: 78      0077 1 |
: 79      0078 1 |
: 80      0079 1 | LINKAGES:
: 81      0080 1 |
: 82      0081 1 |     NONE
: 83      0082 1 |
: 84      0083 1 | INCLUDE FILES:
: 85      0084 1 |
: 86      0085 1 |
: 87      0086 1 | REQUIRE 'SRC$:SCRPROLOG';           | defines psects, macros, &
: 88      0161 1 |                                     | terminal defs
: 89      0162 1 | REQUIRE 'LIB$:STRLNK';             | JSB linkages for STR$ routines
: 90      0347 1 |
: 91      0348 1 | TABLE OF CONTENTS:
: 92      0349 1 |
: 93      0350 1 |
: 94      0351 1 | FORWARD ROUTINE
: 95      0352 1 |
: 96      0353 1 | !     The LIB$ entry points
: 97      0354 1 |
: 98      0355 1 |     LIB$ERASE_LINE,      | Erase Line from Screen
: 99      0356 1 |     LIB$ERASE_PAGE,     | Erase Page from Screen
: 100     0357 1 |     LIB$PUT_BUFFER,     | Put Current Buffer to Screen or to Prev. Buffer
: 101     0358 1 |     LIB$PUT_LINE,       | Put Text to Screen in Line Mode
: 102     0359 1 |     LIB$PUT_SCREEN,     | Put Text to Screen
: 103     0360 1 |     LIB$SET_CURSOR,     | Set Cursor to Character Position on Screen
: 104     0361 1 |     LIB$SET_SCROLL,     | Set Scrolling Region
: 105     0362 1 |
: 106     0363 1 | !     The SCR$ entry points
: 107     0364 1 |
: 108     0365 1 |     SCR$DOWN_SCROLL,    | Down Scroll, Move Cursor up One Line
: 109     0366 1 |     SCR$ERASE_LINE,     | Erase Line
: 110     0367 1 |     SCR$ERASE_PAGE,     | Erase Page
: 111     0368 1 |     SCR$PUT_BUFFER,     | Put Current Buffer to Screen or Previous Buffer
: 112     0369 1 |     SCR$PUT_LINE,       | Put Text to Screen in Line Mode
: 113     0370 1 |     SCR$PUT_SCREEN,     | Put Text to Screen
: 114     0371 1 |     SCR$SET_BUFFER,     | Set/Clear Buffer Mode
: 115     0372 1 |     SCR$SET_CURSOR,     | Set Cursor to Character Position on Screen
: 116     0373 1 |     SCR$SET_SCROLL,     | Establish Scrolling Region
: 117     0374 1 |     SCR$UP_SCROLL,      | Up Scroll, Move Cursor Down One Line
: 118     0375 1 |
: 119     0376 1 | !     The following routine was completely commented out in the
: 120     0377 1 | !     original Macro version, SCRPKG. Included here only for
: 121     0378 1 | !     historical reasons.
: 122     0379 1 | !     SCR$MOVE_CURSOR,   | Move Cursor to Relative Location
: 123     0380 1 |
: 124     0381 1 | !     Internally used routines
: 125     0382 1 |
: 126     0383 1 |     SCR$$GET_TYPE_R3 : GET_TYPE_LINK, ! Get device type
: 127     0384 1 |     SCR$$FOREIGN,      | Foreign Terminal Handler
: 128     0385 1 |
: 129     0386 1 | !     Local subroutines and functions
: 130     0387 1
```



```
131 0388 1 DO_ATTR,      ! Output simulated bolding and underlining.
132 0389 1 FICL_MAP,    ! Fill map with specified character
133 0390 1 OUTPUT,      ! Write string to terminal
134 0391 1 PUT_MAP,     ! Output virtual screen map
135 0392 1 RMS_OUTPUT,  ! Write a string via RMS
136 0393 1 SET_CURSOR, ! Create set cursor sequence
137 0394 1 TRIMMED_LENGTH; ! Calc. length of string without trailing blanks
138 0395 1
139 0396 1 +
140 0397 1 The following routine entry point names are defined as alias for
141 0398 1 routines defined above. They are defined via
142 0399 1 GLOBAL BIND ROUTINE LIB$xxx = SCR$xxx declarations.
143 0400 1 -
144 0401 1
145 0402 1 LIB$DOWN_SCROLL = SCR$DOWN_SCROLL ! Down scroll, move cursor up 1 line
146 0403 1 LIB$SET_BUFFER = SCR$SET_BUFFER ! Set or Clear Screen Buffer Mode
147 0404 1 LIB$UP_SCROLL = SCR$UP_SCROLL ! Up scroll, move cursor down 1 line
148 0405 1
149 0406 1 +
150 0407 1 The following entry point is obsolete, but is still present in
151 0408 1 SCRVECTOR. So it's defined here to keep the linker happy.
152 0409 1 -
153 0410 1 SCR$ERASE = SCR$ERASE_PAGE
154 0411 1
155 0412 1
156 0413 1 MACROS:
157 0414 1
158 0415 1
159 0416 1
160 0417 1 EQUATED SYMBOLS:
161 0418 1
162 0419 1
163 0420 1
164 0421 1 FIELDS:
165 0422 1
166 0423 1 NONE
167 0424 1
168 0425 1 PSECTS:
169 0426 1
170 0427 1
171 0428 1 OWN STORAGE:
172 0429 1
173 0430 1 +
174 0431 1 WRITABLE DATA DEFINITIONS
175 0432 1 -----
176 0433 1 -
177 0434 1 GLOBAL
178 0435 1 SCR$L_FLINKHEAD : INITIAL (0), ! Initial state is empty
179 0436 1 SCR$L_CUROUTPUT : INITIAL (0); ! Pointer to current output unit
180 0437 1
181 0438 1 OWN
182 0439 1 SCR$L_WORKMASK : INITIAL (0); ! Used to reset attribute mask
183 0440 1
184 0441 1
185 0442 1
186 0443 1
187 0444 1
```



```
: 188      0445 1 |
: 189      0446 1 | EXTERNAL REFERENCES:
: 190      0447 1 |
: 191      0448 1 |
: 192      0449 1 | EXTERNAL ROUTINE
: 193      0450 1 |   LIB$ANALYZE_SDESC_R2 : LIB$ANALYZE_SDESC_JSB_LINK,
: 194      0451 1 |   Get length and address from descriptor
: 195      0452 1 |   LIB$ASSIGN,      Assign channel
: 196      0453 1 |   LIB$CALL_IMAGE, Call image
: 197      0454 1 |   LIB$FREE_EF,     Deallocate event flag number
: 198      0455 1 |   LIB$FREE_VM,     Deallocate heap storage
: 199      0456 1 |   LIB$GET_EF,      Get local event flag
: 200      0457 1 |   LIB$GET_INPUT,   Get input from SYSS$INPUT
: 201      0458 1 |   LIB$GET_VM,      Allocate heap storage
: 202      0459 1 |   LIB$LP_LINES,    Get default lines per page
: 203      0460 1 |   LIB$PUT_OUTPUT,  Output to SYSS$OUTPUT
: 204      0461 1 |   LIB$FREE1_DD,    Release space for a dynamic string
: 205      0462 1 |   LIB$SIG_TO_RET,  Convert signals to return status
: 206      0463 1 |   SCR$SET_OUTPUT,  Establish terminal for output
: 207      0464 1 |   SCR$STOP_OUTPUT, Stop output to terminal or screen buffer
: 208      0465 1 |   STR$CONCAT,      Concatenate several strings into one
: 209      0466 1 |   STR$DUPL_CHAR;   Fill a string with some character
: 210      0467 1 |
: 211      0468 1 | EXTERNAL LITERAL
: 212      0469 1 |   LIB$_FATERRLIB,  Fatal internal error
: 213      0470 1 |   LIB$_INVARG,     Invalid argument
: 214      0471 1 |   LIB$_NO_STREAM,  No stream active
: 215      0472 1 |   LIB$_INVSCRPOS,  Invalid screen coordinate position
: 216      0473 1 |   LIB$_SCRBUFOVF, Screen buffer overflow
: 217      0474 1 |   LIB$_WRONUMARG;  Wrong number of arguments
: 218      0475 1 |
: 219      0476 1 | EXTERNAL
: 220      0477 1 |   SCR$AL_DEVDEPND2 : BLOCK [, BYTE];
: 221      0478 1 |
```



```
: 223 0479 1 %SBTTL 'LIB$DOWN_SCROLL - Down Scroll, Move Cursor up One Line'
: 224 0480 1 GLOBAL ROUTINE LIB$DOWN_SCROLL =
: 225 0481 1
: 226 0482 1 ++
: 227 0483 1 FUNCTIONAL DESCRIPTION:
: 228 0484 1
: 229 0485 1 This routine causes the cursor to be moved up 1 line to the
: 230 0486 1 same column of the previous line. If the cursor was on the
: 231 0487 1 top line to begin with, it stays where it was, but all the
: 232 0488 1 information on the screen appears to move down one line. The
: 233 0489 1 information that was on the bottom line is lost and a blank line
: 234 0490 1 appears at the top.
: 235 0491 1
: 236 0492 1 If a scrolling region is active ( on a VT100 or in mapping)
: 237 0493 1 then the logic above applies to the top and bottom lines of
: 238 0494 1 the scrolling region rather than the top and bottom line of
: 239 0495 1 the screen. If an UP_SCROLL is performed on the bottom line of
: 240 0496 1 the screen, or a DOWN_SCROLL is performed on the top line of the
: 241 0497 1 screen, while a scrolling region is active then no screen
: 242 0498 1 movement takes place unless the top or bottom line of the screen
: 243 0499 1 corresponds to the top or bottom line of the scrolling region.
: 244 0500 1
: 245 0501 1 CALLING SEQUENCE:
: 246 0502 1
: 247 0503 1 ret_status.wlc.v = LIB$DOWN_SCROLL ()
: 248 0504 1
: 249 0505 1 FORMAL PARAMETERS:
: 250 0506 1
: 251 0507 1 NONE
: 252 0508 1
: 253 0509 1 IMPLICIT INPUTS:
: 254 0510 1
: 255 0511 1 NONE
: 256 0512 1
: 257 0513 1 IMPLICIT OUTPUTS:
: 258 0514 1
: 259 0515 1 NONE
: 260 0516 1
: 261 0517 1 COMPLETION STATUS:
: 262 0518 1
: 263 0519 1 SSS_NORMAL Normal successful completion
: 264 0520 1
: 265 0521 1 SIDE EFFECTS:
: 266 0522 1
: 267 0523 1 NONE
: 268 0524 1 --
: 269 0525 1
: 270 0526 1 +
: 271 0527 1 Equate to SCR$ entry point.
: 272 0528 1 -
: 273 0529 1
: 274 0530 1 GLOBAL BIND ROUTINE LIB$DOWN_SCROLL = SCR$DOWN_SCROLL ;
: 275 0531 1 !<BLF/PAGE>
```



```
277 0532 1 %SBTTL 'LIB$ERASE_LINE - Erase Line from Screen'
278 0533 1 GLOBAL ROUTINE LIB$ERASE_LINE (
279 0534 1     LINE_NO : REF VECTOR [,WORD],
280 0535 1     COL_NO  : REF VECTOR [,WORD]
281 0536 1 ) =
282 0537 1 !++
283 0538 1 FUNCTIONAL DESCRIPTION:
284 0539 1
285 0540 1     This routine causes the screen to be erased from the specified
286 0541 1     position to the end of the line.  If the position is not
287 0542 1     specified, the current screen position is assumed.
288 0543 1
289 0544 1 CALLING SEQUENCE:
290 0545 1
291 0546 1     ret_status.wlc.v = LIB$ERASE_LINE ([LINE_NO.rw.r, COL_NO.rw.r])
292 0547 1
293 0548 1 FORMAL PARAMETERS:
294 0549 1
295 0550 1     LINE_NO.rw.r    Optional.  Address of line number where erasing
296 0551 1                   starts.  If this argument is omitted, COL_NO is
297 0552 1                   ignored as well, and current position will be
298 0553 1                   used.
299 0554 1
300 0555 1     COL_NO.rw.r     Optional.  Address of column number where
301 0556 1                   erasing starts.  If this argument is omitted,
302 0557 1                   LINE_NO is ignored as well, and current position
303 0558 1                   will be used.
304 0559 1
305 0560 1 IMPLICIT INPUTS:
306 0561 1
307 0562 1     NONE
308 0563 1
309 0564 1 IMPLICIT OUTPUTS:
310 0565 1
311 0566 1     NONE
312 0567 1
313 0568 1 COMPLETION STATUS:
314 0569 1
315 0570 1     SSS_NORMAL      Normal successful completion
316 0571 1
317 0572 1 SIDE EFFECTS:
318 0573 1
319 0574 1     NONE
320 0575 1 --
321 0576 1
322 0577 2 BEGIN
323 0578 2
324 0579 2 BUILTIN
325 0580 2     ACTUALCOUNT,
326 0581 2     ACTUALPARAMETER,
327 0582 2     AP,
328 0583 2     CALLG;
329 0584 2
330 0585 2 !+
331 0586 2 If no arguments, just call SCR$ERASE_LINE with original call list.
332 0587 2 !-
333 0588 2 IF ACTUALCOUNT() EQL 0
```



```

334 0589 2 THEN
335 0590 RETURN ( CALLG ( .AP, SCR$ERASE_LINE ) ) ;
336 0591
337 0592
338 0593 + Just 1 argument is a no-no. If LINE_NO is supplied, COL_NO must be
339 0594 supplied as well. Complain.
340 0595 -
341 0596 IF ACTUALCOUNT() EQL 1
342 0597 THEN
343 0598 IF ACTUALPARAMETER (1) EQL 0
344 0599 THEN RETURN ( SCR$ERASE_LINE ( ) ) ! 1 null arg - treat as no args
345 0600 ELSE RETURN ( LIB$WRONUMARG ) ! 1 nonzero arg - error
346 0601
347 0602
348 0603
349 0604 +
350 0605 Check supplied arguments. If they are not specified (arglist entry
351 0606 =0) then pass on a zero. If they are specified, check for a value
352 0607 of zero and complain. Call SCR$ERASE_LINE with appropriate
353 0608 combination of arguments promoted to by-value.
354 0609 -
355 0610 IF ACTUALCOUNT() EQL 2
356 0611 THEN
357 0612 RETURN ( SCR$ERASE_LINE (
358 0613 IF ACTUALPARAMETER(1) NEQ 0
359 0614 THEN
360 0615 IF .LINE_NO[0] EQL 0
361 0616 THEN RETURN (LIB$_INVSCRPOS)
362 0617 ELSE
363 0618 .LINE_NO[0]
364 0619 ELSE 0,
365 0620 IF ACTUALPARAMETER(2) NEQ 0
366 0621 THEN
367 0622 IF .COL_NO[0] EQL 0
368 0623 THEN RETURN (LIB$_INVSCRPOS)
369 0624 ELSE .COL_NO[0]
370 0625 ELSE 0 ) )
371 0626
372 0627
373 0628
374 0629 ELSE
375 0630 RETURN ( LIB$WRONUMARG ) ;
376 0631 END;
377 0632 1 ! End of routine LIB$ERASE_LINE
```

```
.TITLE LIB$SCREEN LIB$SCREEN - Screen Management
.IDENT \V04-000\
```

```
.PSECT _LIB$DATA,NOEXE, PIC,2
```

```
00000000 00000 SCR$_FLINKHEAD::
                                .LONG 0
00000000 00004 SCR$_CUROUTPUT::
                                .LONG 0
00000000 00008 SCR$_WORKMASK:
                                .LONG 0
```


				.EXTRN	LIB\$ANALYZE_SDESC R2	
				.EXTRN	LIB\$ASSIGN, LIB\$CALL IMAGE	
				.EXTRN	LIB\$FREE_EF, LIB\$FREE_VM	
				.EXTRN	LIB\$GET_EF, LIB\$GET_INPUT	
				.EXTRN	LIB\$GET_VM, LIB\$LP_LINES	
				.EXTRN	LIB\$PUT_OUTPUT, LIB\$FREE1_DD	
				.EXTRN	LIB\$SIG_TO_RET, SCR\$SET_OUTPUT	
				.EXTRN	SCR\$STOP_OUTPUT	
				.EXTRN	STR\$CONCAT, STR\$DUPL_CHAR	
				.EXTRN	LIB\$FATERRLIB, LIB\$INVARG	
				.EXTRN	LIB\$NO_STRACT, LIB\$INVSCRPOS	
				.EXTRN	LIB\$SCRBUFOVF, LIB\$WRONUMARG	
				.EXTRN	SCR\$AL_DEVDEPND2	
				.PSECT	_LIB\$CODE, NOWRT, SHR, PIC, 2	
				.ENTRY	LIB\$ERASE_LINE, Save R2	: 0533
52	0000V	CF	9E 00002	MOVAB	SCR\$ERASE_LINE, R2	: 0588
		6C	95 00007	TSTB	(AP)	: 0590
		04	12 00009	BNEQ	1\$	: 0596
62		6C	FA 0000B	CALLG	(AP), SCR\$ERASE_LINE	: 0598
			04 0000E	RET		: 0600
01		6C	91 0000F 1\$:	CMPB	(AP), #1	: 0602
		09	12 00012	BNEQ	2\$	: 0610
	04	AC	D5 00014	TSTL	4(AP)	: 0622
		3D	12 00017	BNEQ	9\$	: 0624
62		00	FB 00019	CALLS	#0, SCR\$ERASE_LINE	: 0627
			04 0001C	RET		: 0624
02		6C	91 0001D 2\$:	CMPB	(AP), #2	: 0622
		34	12 00020	BNEQ	9\$	: 0613
	08	AC	D5 00022	TSTL	8(AP)	: 0615
		0D	13 00025	BEQL	3\$	: 0617
	08	BC	B5 00027	TSTW	@COL_NO	: 0619
		14	13 0002A	BEQL	5\$	: 0615
50	08	BC	3C 0002C	MOVZWL	@COL_NO, R0	: 0613
		50	DD 00030	PUSHL	R0	: 0613
		02	11 00032	BRB	4\$	: 0613
		7E	D4 00034 3\$:	CLRL	-(SP)	: 0613
	04	AC	D5 00036 4\$:	TSTL	4(AP)	: 0613
		15	13 00039	BEQL	7\$	: 0613
	04	BC	B5 0003B	TSTW	@LINE_NO	: 0613
		08	12 0003E	BNEQ	6\$	: 0613
50	00000000G	8F	D0 00040 5\$:	MOVL	#LIB\$INVSCRPOS, R0	: 0613
			04 00047	RET		: 0613
50	04	BC	3C 00048 6\$:	MOVZWL	@LINE_NO, R0	: 0613
		50	DD 0004C	PUSHL	R0	: 0613
		02	11 0004E	BRB	8\$	: 0613
		7E	D4 00050 7\$:	CLRL	-(SP)	: 0613
62		02	FB 00052 8\$:	CALLS	#2, SCR\$ERASE_LINE	: 0631
			04 00055	RET		: 0631
50	00000000G	8F	D0 00056 9\$:	MOVL	#LIB\$WRONUMARG, R0	: 0632
			04 0005D	RET		: 0632

; Routine Size: 94 bytes, Routine Base: _LIB\$CODE + 0000

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
LIB\$ERASE_LINE - Erase Line from Screen

; 378

0633 1 !<BLF/PAGE>

N 15
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 10
(4)


```

380 0634 1 %SBTTL 'LIB$ERASE_PAGE - Erase Page from Screen'
381 0635 1 GLOBAL ROUTINE LIB$ERASE_PAGE (
382 0636 1     LINE_NO : REF VECTOR [,WORD],
383 0637 1     COL_NO : REF VECTOR [,WORD]
384 0638 1 ) =
385 0639 1 ++
386 0640 1 FUNCTIONAL DESCRIPTION:
387 0641 1
388 0642 1     This routine causes the screen to be erased from the specified
389 0643 1     position to the end of the screen.  If the position is not
390 0644 1     specified, the current screen position is assumed.
391 0645 1
392 0646 1 CALLING SEQUENCE:
393 0647 1
394 0648 1     ret_status.wlc.v = LIB$ERASE_PAGE ([LINE_NO.rw.r, COL_NO.rw.r])
395 0649 1
396 0650 1 FORMAL PARAMETERS:
397 0651 1
398 0652 1     LINE_NO.rw.r    Optional.  Address of line number at which to
399 0653 1                    start erasing.  If omitted, COL_NO will be
400 0654 1                    ignored as well and current cursor position
401 0655 1                    will be used.
402 0656 1
403 0657 1     COL_NO.rw.r    Optional.  Address of Column number at which
404 0658 1                    to start erasing.  If omitted, LINE_NO will be
405 0659 1                    ignored as well and current cursor position
406 0660 1                    will be used.
407 0661 1
408 0662 1 IMPLICIT INPUTS:
409 0663 1
410 0664 1     NONE
411 0665 1
412 0666 1 IMPLICIT OUTPUTS:
413 0667 1
414 0668 1     NONE
415 0669 1
416 0670 1 COMPLETION STATUS:
417 0671 1
418 0672 1     $$$_NORMAL      Normal successful completion
419 0673 1
420 0674 1 SIDE EFFECTS:
421 0675 1
422 0676 1     NONE
423 0677 1 --
424 0678 1
425 0679 2 BEGIN
426 0680 2
427 0681 2 BUILTIN
428 0682 2     ACTUALCOUNT,
429 0683 2     ACTUALPARAMETER,
430 0684 2     AP,
431 0685 2     CALLG;
432 0686 2
433 0687 2 ++
434 0688 2 If no arguments, just call SCR$ERASE_PAGE with original call list.
435 0689 2 --
436 0690 2 IF ACTUALCOUNT() EQL 0
```



```

: 437 0691 2 THEN
: 438 0692 2 RETURN ( CALLG ( .AP, SCR$ERASE_PAGE ) ) ;
: 439 0693 2
: 440 0694 2 !+
: 441 0695 2 Just 1 argument is a no-no. If LINE_NO is supplied, COL_NO must be
: 442 0696 2 supplied as well. Complain.
: 443 0697 2 !-
: 444 0698 2 IF ACTUALCOUNT() EQL 1
: 445 0699 2 THEN
: 446 0700 2 IF ACTUALPARAMETER (1) EQL 0
: 447 0701 2 THEN ! 1 null arg - treat as no args
: 448 0702 2 RETURN ( SCR$ERASE_PAGE ( ) )
: 449 0703 2 ELSE ! 1 nonzero arg - error
: 450 0704 2 RETURN ( LIB$_WRONUMARG ) ;
: 451 0705 2
: 452 0706 2 !+
: 453 0707 2 Check supplied arguments. If they are not specified (arglist entry
: 454 0708 2 =0) then pass on a zero. If they are specified, check for a value
: 455 0709 2 of zero and complain. Call SCR$ERASE_PAGE with appropriate
: 456 0710 2 combination of arguments promoted to by-value.
: 457 0711 2 !-
: 458 0712 2 IF ACTUALCOUNT() EQL 2
: 459 0713 2 THEN
: 460 0714 2 RETURN ( SCR$ERASE_PAGE (
: 461 0715 2 IF ACTUALPARAMETER(1) NEQ 0
: 462 0716 2 THEN
: 463 0717 2 IF .LINE_NO[0] EQL 0
: 464 0718 2 THEN
: 465 0719 2 RETURN (LIB$_INVSCRPOS)
: 466 0720 2 ELSE
: 467 0721 2 .LINE_NO[0]
: 468 0722 2 ELSE 0,
: 469 0723 2 IF ACTUALPARAMETER(2) NEQ 0
: 470 0724 2 THEN
: 471 0725 2 IF .COL_NO[0] EQL 0
: 472 0726 2 THEN
: 473 0727 2 RETURN (LIB$_INVSCRPOS)
: 474 0728 2 ELSE .COL_NO[0]
: 475 0729 2 ELSE 0 ) )
: 476 0730 2
: 477 0731 2 ELSE
: 478 0732 2 RETURN ( LIB$_WRONUMARG ) ;
: 479 0733 2 END;
: 480 0734 1 ! End of routine LIB$ERASE_PAGE
```

52	0000V	CF	9E	00002	.ENTRY	LIB\$ERASE_PAGE, Save R2	: 0635
		6C	95	00007	MOVAB	SCR\$ERASE_PAGE, R2	: 0690
		04	12	00009	TSTB	(AP)	: 0692
62		6C	FA	0000B	BNEQ	1\$	: 0698
			04	0000E	CALLG	(AP), SCR\$ERASE_PAGE	
01		6C	91	0000F	RET		
		09	12	00012	CMPB	(AP), #1	
					BNEQ	2\$	

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
LIB\$ERASE_PAGE - Erase Page from Screen

D 16
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 13
(5)

	04	AC	D5	00014	TSTL	4(AP)	: 0700
		3D	12	00017	BNEQ	9\$	: :
62		00	FB	00019	CALLS	#0, SCR\$ERASE_PAGE	: 0702
			04	0001C	RET		: 0704
02		6C	91	0001D	2\$: CMPB	(AP), #2	: 0712
		34	12	00020	BNEQ	9\$	: :
	08	AC	D5	00022	TSTL	8(AP)	: 0724
		0D	13	00025	BEQL	3\$	: :
	08	BC	B5	00027	TSTW	@COL_NO	: 0726
		14	13	0002A	BEQL	5\$	: :
50	08	BC	3C	0002C	MOVZWL	@COL_NO, R0	: 0729
		50	DD	00030	PUSHL	R0	: 0726
		02	11	00032	BRB	4\$	: :
		7E	D4	00034	3\$: CLRL	-(SP)	: 0724
	04	AC	D5	00036	4\$: TSTL	4(AP)	: 0715
		15	13	00039	BEQL	7\$	: :
	04	BC	B5	0003B	TSTW	@LINE_NO	: 0717
		08	12	0003E	BNEQ	6\$	: :
50	00000000G	8F	D0	00040	5\$: MOVL	#LIB\$_INVSCRPOS, R0	: 0719
			04	00047	RET		: :
50	04	BC	3C	00048	6\$: MOVZWL	@LINE_NO, R0	: 0721
		50	DD	0004C	PUSHL	R0	: 0717
		02	11	0004E	BRB	8\$	: :
		7E	D4	00050	7\$: CLRL	-(SP)	: 0715
62		02	FB	00052	8\$: CALLS	#2, SCR\$ERASE_PAGE	: :
			04	00055	RET		: 0733
50	00000000G	8F	D0	00056	9\$: MOVL	#LIB\$_WRONUMARG, R0	: :
			04	0005D	RET		: 0734

; Routine Size: 94 bytes, Routine Base: _LIB\$CODE + 005E

; 481 0735 1 !<BLF/PAGE>


```

: 483 0736 1 %SBTTL 'LIB$PUT_BUFFER - Put Current Buffer to Screen or to Prev. Buffer'
: 484 0737 1 GLOBAL ROUTINE [LIB$PUT_BUFFER (
: 485 0738 1     OLD_BUFFER : REF VECTOR [,LONG]
: 486 0739 1 ) =
: 487 0740 1
: 488 0741 1 ++
: 489 0742 1 FUNCTIONAL DESCRIPTION:
: 490 0743 1     This routine is the converse of LIB$SET_BUFFER. It puts the
: 491 0744 1     contents of the current buffer to another buffer or the screen
: 492 0745 1     if no buffer is given.
: 493 0746 1
: 494 0747 1 CALLING SEQUENCE:
: 495 0748 1
: 496 0749 1     ret_status.wlc.v = LIB$PUT_BUFFER ([OLD_BUFFER.rl.r])
: 497 0750 1
: 498 0751 1 FORMAL PARAMETERS:
: 499 0752 1
: 500 0753 1     OLD_BUFFER.rl.r     Optional. Address of the previous
: 501 0754 1                                buffer to put the current buffer into.
: 502 0755 1                                If not specified or zero, put current
: 503 0756 1                                buffer to the screen.
: 504 0757 1
: 505 0758 1 IMPLICIT INPUTS:
: 506 0759 1
: 507 0760 1     NONE
: 508 0761 1
: 509 0762 1 IMPLICIT OUTPUTS:
: 510 0763 1
: 511 0764 1     NONE
: 512 0765 1
: 513 0766 1 COMPLETION STATUS:
: 514 0767 1
: 515 0768 1     SS$_NORMAL     Normal successful completion
: 516 0769 1
: 517 0770 1 SIDE EFFECTS:
: 518 0771 1
: 519 0772 1     The current buffer is output and reinitialized to empty. If
: 520 0773 1     OLD_BUFFER is nonzero, it is established to become the new
: 521 0774 1     current buffer.
: 522 0775 1 --
: 523 0776 1
: 524 0777 2 BEGIN
: 525 0778 2
: 526 0779 2 BUILTIN
: 527 0780 2     ACTUALCOUNT,
: 528 0781 2     ACTUALPARAMETER;
: 529 0782 2
: 530 0783 2 ++
: 531 0784 2 If no arguments supplied to us, just call SCR$PUT_BUFFER with no
: 532 0785 2 arguments.
: 533 0786 2 --
: 534 0787 2     IF ACTUALCOUNT() EQL 0
: 535 0788 2     THEN
: 536 0789 2         RETURN ( SCR$PUT_BUFFER() );
: 537 0790 2
: 538 0791 2 ++
: 539 0792 2 If parameter supplied, and it isn't zero, pass it on to SCR$PUT_BUFFER
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management

LIB\$PUT_BUFFER - Put Current Buffer to Screen o

F 16

16-Sep-1984 02:28:18

VAX-11 Bliss-32 V4.0-742

[VMSLIB.SRC]SCREEN.B32;1

Page 15

(6)

```
: 540      0793 2 ! with the by-value address. If parameter is zero, call SCR$PUT_BUFFER
: 541      0794 2 !-
: 542      0795 2 !-
: 543      0796 2 IF ACTUALCOUNT() EQL 1
: 544      0797 2 THEN
: 545      0798 2 IF ACTUALPARAMETER(1) NEQ 0
: 546      0799 2 THEN
: 547      0800 2 RETURN ( SCR$PUT_BUFFER ( OLD_BUFFER[0] ) )
: 548      0801 2 ELSE
: 549      0802 2 RETURN ( SCR$PUT_BUFFER ( ) )
: 550      0803 2 ELSE
: 551      0804 2 RETURN ( LIB$_WRONUMARG ) ;
: 552      0805 2
: 553      0806 1 END;                                     ! End of routine LIB$PUT_BUFFER
```

			0000	00000	.ENTRY	LIB\$PUT_BUFFER, Save nothing	: 0737
			6C	95 00002	TSTB	(AP)	: 0787
			13	13 00004	BEQL	1\$	
01			6C	91 00006	CMPB	(AP), #1	: 0796
			14	12 00009	BNEQ	2\$	
	04		AC	D5 0000B	TSTL	4(AP)	: 0798
			09	13 0000E	BEQL	1\$	
	04		AC	DD 00010	PUSHL	OLD_BUFFER	: 0800
0000V	CF		01	FB 00013	CALLS	#1, SCR\$PUT_BUFFER	
				04 00018	RET		
0000V	CF		00	FB 00019 1\$:	CALLS	#0, SCR\$PUT_BUFFER	: 0802
				04 0001E	RET		: 0804
	50	00000000G	8F	D0 0001F 2\$:	MOVL	#LIB\$_WRONUMARG, R0	
				04 00026	RET		: 0806

; Routine Size: 39 bytes, Routine Base: _LIB\$CODE + 00BC

; 554 0807 1 !<BLF/PAGE>


```
556 0808 1 %SBTTL 'LIB$PUT_LINE - Put Text to Screen in Line Mode'
557 0809 1 GLOBAL ROUTINE LIB$PUT_LINE (
558 0810 1     TEXT      : REF BLOCK [,BYTE],
559 0811 1     LINE_ADV,
560 0812 1     FLAGS
561 0813 1 ) =
562 0814 1
563 0815 1 ++
564 0816 1 FUNCTIONAL DESCRIPTION:
565 0817 1
566 0818 1     This routine is used to write messages to the terminal
567 0819 1     followed by cursor movement sequences.
568 0820 1
569 0821 1 CALLING SEQUENCE:
570 0822 1
571 0823 1     ret_status.wlc.v = LIB$PUT_LINE (TEXT.rt.dx
572 0824 1     [,LINE_ADV.rl.r]
573 0825 1     [,FLAGS.rl.r])
574 0826 1
575 0827 1 FORMAL PARAMETERS:
576 0828 1
577 0829 1     TEXT.rt.dx      Address of descriptor of output string.
578 0830 1
579 0831 1     LINE_ADV.rl.r   Optional. Address of signed number of lines
580 0832 1     to advance after output.
581 0833 1
582 0834 1     FLAGS.rl.r      Optional. Rendition codes.
583 0835 1     If omitted, SCR$M_NORMAL will be used.
584 0836 1     Values:
585 0837 1         SCR$M_BLINK    display characters blinking.
586 0838 1         SCR$M_BOLD     display characters in
587 0839 1         higher-than-normal intensity.
588 0840 1         SCR$M_NORMAL   display characters using
589 0841 1         rendition associated with
590 0842 1         window.
591 0843 1         SCR$M_REVERSE  display characters in reverse
592 0844 1         video -- i.e., using opposite
593 0845 1         rendition from window default.
594 0846 1         SCR$M_UNDERLINE display characters underlined.
595 0847 1
596 0848 1 IMPLICIT INPUTS:
597 0849 1
598 0850 1     NONE
599 0851 1
600 0852 1 IMPLICIT OUTPUTS:
601 0853 1
602 0854 1     NONE
603 0855 1
604 0856 1 COMPLETION STATUS:
605 0857 1
606 0858 1     SS$ _NORMAL      Normal successful completion
607 0859 1
608 0860 1 SIDE EFFECTS:
609 0861 1
610 0862 1     NONE
611 0863 1
612 0864 1
```



```
: 613      0865  2  BEGIN
: 614      0866
: 615      0867  2  BUILTIN
: 616      0868      ACTUALCOUNT,
: 617      0869      ACTUALPARAMETER ;
: 618      0870
: 619      0871  2  LITERAL
: 620      0872      K_ADV_ARG = 2;
: 621      0873      K_FLAG_ARG = 3;
: 622      0874
: 623      0875  2  LOCAL
: 624      0876      STATUS;
: 625      0877
: 626      0878  2  IF ACTUALCOUNT () NEQ 0
: 627      0879  THEN
: 628      0880      BEGIN
: 629      0881      RETURN (STATUS = SCR$PUT_LINE (.TEXT,
: 630      0882      (IF ACTUALCOUNT () GEQ K_ADV_ARG AND
: 631      0883      ACTUALPARAMETER (K_ADV_ARG) NEQ 0
: 632      0884      THEN .LINE_ADV
: 633      0885      ELSE 1),
: 634      0886      (IF ACTUALCOUNT () GEQ K_FLAG_ARG AND
: 635      0887      ACTUALPARAMETER (K_FLAG_ARG) NEQ 0
: 636      0888      THEN .FLAGS
: 637      0889      ELSE SCR$M_NORMAL)
: 638      0890      ));
: 639      0891  END
: 640      0892  ELSE
: 641      0893      RETURN (LIB$_WRONUMARG);      ! error if no arguments
: 642      0894
: 643      0895
: 644      0896  1  END;      ! End of routine LIB$PUT_LINE
```

		0000	00000	.ENTRY	LIB\$PUT_LINE, Save nothing	0809
		6C	95 00002	TSTB	(AP)	0878
		2B	13 00004	BEQL	5\$	
03		6C	91 00006	CMPB	(AP), #3	0886
		0A	1F 00009	BLSSU	1\$	
	0C	AC	D5 0000B	TSTL	12(AP)	0887
		05	13 0000E	BEQL	1\$	
	0C	BC	DD 00010	PUSHL	@FLAGS	0888
		02	11 00013	BRB	2\$	
		7E	D4 00015	CLRL	-(SP)	0886
02		6C	91 00017	CMPB	(AP), #2	0882
		0A	1F 0001A	BLSSU	3\$	
	08	AC	D5 0001C	TSTL	8(AP)	0883
		05	13 0001F	BEQL	3\$	
	08	BC	DD 00021	PUSHL	@LINE_ADV	0884
		02	11 00024	BRB	4\$	
		01	DD 00026	PUSHL	#1	0882
		04	AC DD 00028	PUSHL	TEXT	0881
0000V	CF	03	FB 0002B	CALLS	#3, SCR\$PUT_LINE	
		04	00030	RET		0893

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
LIB\$PUT_LINE - Put Text to Screen in Line Mode

I 16
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 18
(7)

50 00000000G 8F D0 00031 5\$: MOVL #LIB\$_WRONUMARG, R0
04 00038 RET

: 0896

; Routine Size: 57 bytes, Routine Base: _LIB\$CODE + 00E3

; 645 0897 1 !<BLF/PAGE>


```

647 0898 1 %SBTTL 'LIB$PUT_SCREEN - Put Text to Screen'
648 0899 1 GLOBAL ROUTINE LIB$PUT_SCREEN (
649 0900 1     TEXT      : REF BLOCK [ BYTE],
650 0901 1     LINE_NO : REF VECTOR [ ,WORD],
651 0902 1     COL_NO  : REF VECTOR [ ,WORD],
652 0903 1     FLAGS   : REF VECTOR [ ,LONG]
653 0904 1 ) =
654 0905 1
655 0906 1 ++
656 0907 1 FUNCTIONAL DESCRIPTION:
657 0908 1
658 0909 1     This routine is used to write messages to the terminal.
659 0910 1
660 0911 1 CALLING SEQUENCE:
661 0912 1
662 0913 1     ret_status.wlc.v = LIB$PUT_SCREEN (TEXT.rt.dx
663 0914 1                               [ ,LINE_NO.rl.r, COL_NO.rl.r]
664 0915 1                               [ ,FLAGS.rl.r])
665 0916 1
666 0917 1 FORMAL PARAMETERS:
667 0918 1
668 0919 1     TEXT.rt.dx      Address of descriptor of output string.
669 0920 1
670 0921 1     LINE_NO.rl.r    Optional. Address of line number at which to
671 0922 1                   start output. If omitted (=0), the current
672 0923 1                   line number is used.
673 0924 1
674 0925 1     COL_NO.rl.r     Optional. Address of column number at which
675 0926 1                   to start output. If omitted (=0), the current
676 0927 1                   line number is used.
677 0928 1
678 0929 1     FLAGS.rl.r      Optional. Rendition codes.
679 0930 1                   If omitted, SCR$M_NORMAL will be used.
680 0931 1                   Values:
681 0932 1                   SCR$M_BLINK      display characters blinking.
682 0933 1                   SCR$M_BOLD      display characters in
683 0934 1                                   higher-than-normal intensity.
684 0935 1                   SCR$M_NORMAL     display characters using
685 0936 1                                   rendition associated with
686 0937 1                                   window.
687 0938 1                   SCR$M_REVERSE    display characters in reverse
688 0939 1                                   video -- i.e., using opposite
689 0940 1                                   rendition from window default.
690 0941 1                   SCR$M_UNDERLINE  display characters underlined.
691 0942 1
692 0943 1 IMPLICIT INPUTS:
693 0944 1
694 0945 1     NONE
695 0946 1
696 0947 1 IMPLICIT OUTPUTS:
697 0948 1
698 0949 1     NONE
699 0950 1
700 0951 1 COMPLETION STATUS:
701 0952 1
702 0953 1     $$$ NORMAL      Normal successful completion
703 0954 1     LIB$_INVARG
```



```

: 704      0955 1 |      LIB$_INVSCRPOS
: 705      0956 1 |
: 706      0957 1 |      SIDE EFFECTS:
: 707      0958 1 |
: 708      0959 1 |      NONE
: 709      0960 1 |      --
: 710      0961 1 |
: 711      0962 2 |      BEGIN
: 712      0963 2 |
: 713      0964 2 |      BUILTIN
: 714      0965 2 |          ACTUALCOUNT,
: 715      0966 2 |          ACTUALPARAMETER,
: 716      0967 2 |          AP,
: 717      0968 2 |          CALLG ;
: 718      0969 2 |
: 719      0970 2 |      CASE ACTUALCOUNT() FROM 1 TO 4 OF
: 720      0971 2 |      SET
: 721      0972 2 |          +
: 722      0973 2 |          | Only 1 argument (TEXT), call SCR$PUT_SCREEN with existing
: 723      0974 2 |          | call list.
: 724      0975 2 |          |
: 725      0976 2 |          | [1]:
: 726      0977 2 |          |     RETURN ( CALLG ( .AP, SCR$PUT_SCREEN ) ) ;
: 727      0978 2 |          |
: 728      0979 2 |          | +
: 729      0980 2 |          | | Two arguments. This is a no-no. If LINE_NO is specified,
: 730      0981 2 |          | | COL_NO must be specified as well.
: 731      0982 2 |          | |
: 732      0983 2 |          | | [2]:
: 733      0984 2 |          | |     RETURN (LIB$_WRONUMARG) ;
: 734      0985 2 |          | |
: 735      0986 2 |          | | +
: 736      0987 2 |          | | | Three arguments provided. Must determine which (if any)
: 737      0988 2 |          | | | were not specified (call list entry is zero). For specified
: 738      0989 2 |          | | | LINE_NO and COL_NO, check for values of zero. Call
: 739      0990 2 |          | | | SCR$PUT_SCREEN with appropriate combination of arguments
: 740      0991 2 |          | | | promoted to by-value.
: 741      0992 2 |          | | |
: 742      0993 2 |          | | | [3]:
: 743      0994 2 |          | | |     RETURN
: 744      0995 2 |          | | |         ( SCR$PUT_SCREEN ( .TEXT,
: 745      0996 2 |          | | |             IF ACTUALPARAMETER(2) NEQ 0
: 746      0997 2 |          | | |             THEN
: 747      0998 2 |          | | |                 IF .LINE_NO[0] EQL 0
: 748      0999 2 |          | | |                 THEN
: 749      1000 2 |          | | |                     RETURN (LIB$_INVSCRPOS)
: 750      1001 2 |          | | |                 ELSE
: 751      1002 2 |          | | |                     .LINE_NO[0]
: 752      1003 2 |          | | |             ELSE 0,
: 753      1004 2 |          | | |             IF ACTUALPARAMETER(3) NEQ 0
: 754      1005 2 |          | | |             THEN
: 755      1006 2 |          | | |                 IF .COL_NO[0] EQL 0
: 756      1007 2 |          | | |                 THEN
: 757      1008 2 |          | | |                     RETURN (LIB$_INVSCRPOS)
: 758      1009 2 |          | | |                 ELSE .COL_NO[0]
: 759      1010 2 |          | | |             ELSE 0 ) );
: 760      1011 2 |

```



```

: 761      1012  2
: 762      1013  2
: 763      1014  2
: 764      1015  2
: 765      1016  2
: 766      1017  2
: 767      1018  2
: 768      1019  2
: 769      1020  2
: 770      1021  2
: 771      1022  2
: 772      1023  2
: 773      1024  2
: 774      1025  2
: 775      1026  2
: 776      1027  2
: 777      1028  2
: 778      1029  2
: 779      1030  2
: 780      1031  2
: 781      1032  2
: 782      1033  2
: 783      1034  2
: 784      1035  2
: 785      1036  2
: 786      1037  2
: 787      1038  2
: 788      1039  2
: 789      1040  2
: 790      1041  2
: 791      1042  2
: 792      1043  2
: 793      1044  2
: 794      1045  2
: 795      1046  2
: 796      1047  2
: 797      1048  2
: 798      1049  2
: 799      1050  2
: 800      1051  2
: 801      1052  2
: 802      1053  1

+
Four arguments provided. Must determine which (if any)
were not specified (call list entry is zero). For specified
LINE_NO and COL_NO, check for values of zero. Call
SCR$PUT_SCREEN with appropriate combination of arguments
promoted to by-value.
[4]:
RETURN
( SCR$PUT_SCREEN ( .TEXT,
IF ACTUALPARAMETER(2) NEQ 0
THEN
IF .LINE_NO[0] EQL 0
THEN
RETURN (LIB$_INVSCRPOS)
ELSE
.LINE_NO[0]
ELSE 0,
IF ACTUALPARAMETER(3) NEQ 0
THEN
IF .COL_NO[0] EQL 0
THEN
RETURN (LIB$_INVSCRPOS)
ELSE .COL_NO[0]
ELSE 0,
IF ACTUALPARAMETER(4) NEQ 0
THEN
.FLAGS[0]
ELSE
0 )) ;

+
Too many ( or no) arguments provided. Complain.
[OUTRANGE]:
RETURN ( LIB$_WRONUMARG ) ;
TES ;
END;
! End of routine LIB$PUT_SCREEN
```

0045	03	52	0000V	CF	9E	00002	.ENTRY	LIB\$PUT_SCREEN, Save R2	: 0899
	0016	01	6C	8F	00007	MOVAB	SCR\$PUT_SCREEN, R2	: 1021	
		000E	000A		0000B	CASEB	(AP), #T, #3	: 1021	
						.WORD	2\$-1\$,-	: 1021	
							3\$-1\$,-	: 1021	
							4\$-1\$,-	: 1021	
							9\$-1\$,-	: 1021	
							3\$	: 1050	
		62	04	11	00013	BRB	(AP), SCR\$PUT_SCREEN	: 0977	
			6C	FA	00015	CALLG		: 1021	
				04	00018	RET		: 1021	

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
LIB\$PUT_SCREEN - Put Text to Screen

M 16
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 22
(8)

50	00000000G	8F	D0	00019	3\$:	MOVL	#LIB\$_WRONUMARG, R0	:	
			04	00020		RET		:	
	0C	AC	D5	00021	4\$:	TSTL	12(AP)	:	1005
		0D	13	00024		BEQL	5\$	:	
	0C	BC	B5	00026		TSTW	@COL_NO	:	1007
		4F	13	00029		BEQL	14\$	:	
50	0C	BC	3C	0002B		MOVZWL	@COL_NO, R0	:	1010
		50	DD	0002F		PUSHL	R0	:	1007
		02	11	00031		BRB	6\$	:	
		7E	D4	00033	5\$:	CLRL	-(SP)	:	1005
	08	AC	D5	00035	6\$:	TSTL	8(AP)	:	0996
		0D	13	00038		BEQL	7\$	:	
	08	BC	B5	0003A		TSTW	@LINE_NO	:	0998
		3B	13	0003D		BEQL	14\$	:	
50	08	BC	3C	0003F		MOVZWL	@LINE_NO, R0	:	1002
		50	DD	00043		PUSHL	R0	:	0998
		02	11	00045		BRB	8\$	:	
		7E	D4	00047	7\$:	CLRL	-(SP)	:	0996
	04	AC	DD	00049	8\$:	PUSHL	TEXT	:	0995
62		03	FB	0004C		CALLS	#3, SCR\$PUT_SCREEN	:	
			04	0004F		RET		:	1021
	10	AC	D5	00050	9\$:	TSTL	16(AP)	:	1040
		05	13	00053		BEQL	10\$	:	
	10	BC	DD	00055		PUSHL	@FLAGS	:	1042
		02	11	00058		BRB	11\$	:	
		7E	D4	0005A	10\$:	CLRL	-(SP)	:	1040
	0C	AC	D5	0005C	11\$:	TSTL	12(AP)	:	1032
		0D	13	0005F		BEQL	12\$	:	
	0C	BC	B5	00061		TSTW	@COL_NO	:	1034
		14	13	00064		BEQL	14\$	:	
50	0C	BC	3C	00066		MOVZWL	@COL_NO, R0	:	1037
		50	DD	0006A		PUSHL	R0	:	1034
		02	11	0006C		BRB	13\$	:	
		7E	D4	0006E	12\$:	CLRL	-(SP)	:	1032
	08	AC	D5	00070	13\$:	TSTL	8(AP)	:	1023
		15	13	00073		BEQL	16\$	:	
	08	BC	B5	00075		TSTW	@LINE_NO	:	1025
		08	12	00078		BNEQ	15\$	:	
50	00000000G	8F	D0	0007A	14\$:	MOVL	#LIB\$_INVSCRPOS, R0	:	1027
			04	00081		RET		:	
50	08	BC	3C	00082	15\$:	MOVZWL	@LINE_NO, R0	:	1029
		50	DD	00086		PUSHL	R0	:	1025
		02	11	00088		BRB	17\$	:	
		7E	D4	0008A	16\$:	CLRL	-(SP)	:	1023
	04	AC	DD	0008C	17\$:	PUSHL	TEXT	:	1022
62		04	FB	0008F		CALLS	#4, SCR\$PUT_SCREEN	:	
			04	00092		RET		:	1053

; Routine Size: 147 bytes, Routine Base: _LIB\$CODE + 011C

; 803 1054 1 !<BLF/PAGE>


```

: 805 1055 1 %SBTTL 'LIB$SET_BUFFER - Set or Clear Screen Buffer Mode'
: 806 1056 1 GLOBAL ROUTINE LIB$SET_BUFFER (
: 807 1057 1     BUFFER      : REF BLOCK [,BYTE],
: 808 1058 1     OLD_BUFFER : REF VECTOR [,LONG]
: 809 1059 1 ) =
: 810 1060 1 ++
: 811 1061 1 FUNCTIONAL DESCRIPTION:
: 812 1062 1
: 813 1063 1     This routine is called to establish a buffer to be used to hold
: 814 1064 1     terminal output rather than immediately writing the output to
: 815 1065 1     SYS$OUTPUT. It is also called to turn off the buffering mode.
: 816 1066 1     The buffer address is established such that all screen output
: 817 1067 1     is appended to the end of the buffer.
: 818 1068 1
: 819 1069 1 CALLING SEQUENCE:
: 820 1070 1
: 821 1071 1     ret_status.wlc.v = LIB$SET_BUFFER (BUFFER.mt.ds
: 822 1072 1                                     [,OLD_BUFFER.wl.r])
: 823 1073 1
: 824 1074 1 FORMAL PARAMETERS:
: 825 1075 1
: 826 1076 1     BUFFER.mt.ds    Address of descriptor of buffer. If 0,
: 827 1077 1                   buffering mode is turned off.
: 828 1078 1
: 829 1079 1     OLD_BUFFER.wl.r Optional. Address of the location containing
: 830 1080 1                   address of the current buffer descriptor.
: 831 1081 1
: 832 1082 1 IMPLICIT INPUTS:
: 833 1083 1
: 834 1084 1     NONE
: 835 1085 1
: 836 1086 1 IMPLICIT OUTPUTS:
: 837 1087 1
: 838 1088 1     NONE
: 839 1089 1
: 840 1090 1 COMPLETION STATUS:
: 841 1091 1
: 842 1092 1     $$$_NORMAL      Normal successful completion
: 843 1093 1
: 844 1094 1 SIDE EFFECTS:
: 845 1095 1
: 846 1096 1     NONE
: 847 1097 1 --
: 848 1098 1
: 849 1099 1 +
: 850 1100 1 Equate to SCR$ entry point.
: 851 1101 1 -
: 852 1102 1 GLOBAL BIND ROUTINE LIB$SET_BUFFER = SCR$SET_BUFFER ;
: 853 1103 1 !<BLF/PAGE>
```



```

855 1104 1 %SBTTL 'LIB$SET_CURSOR - Set Cursor to Character Position on Screen'
856 1105 1 GLOBAL ROUTINE [LIB$SET_CURSOR] (
857 1106 1     LINE_NO : REF VECTOR [,WORD],
858 1107 1     COL_NO  : REF VECTOR [,WORD]
859 1108 1 ) =
860 1109 1 ++
861 1110 1 FUNCTIONAL DESCRIPTION:
862 1111 1
863 1112 1     This routine causes the cursor to be moved to the specified
864 1113 1     position.
865 1114 1
866 1115 1 CALLING SEQUENCE:
867 1116 1
868 1117 1     ret_status.wlc.v = LIB$SET_CURSOR (LINE_NO.rw.r,
869 1118 1     COL_NO.rw.r)
870 1119 1
871 1120 1 FORMAL PARAMETERS:
872 1121 1
873 1122 1     LINE_NO.rw.r    Address of line number.
874 1123 1
875 1124 1     COL_NO.rw.r     Address of column number.
876 1125 1
877 1126 1 IMPLICIT INPUTS:
878 1127 1
879 1128 1     NONE
880 1129 1
881 1130 1 IMPLICIT OUTPUTS:
882 1131 1
883 1132 1     NONE
884 1133 1
885 1134 1 COMPLETION STATUS:
886 1135 1
887 1136 1     SSS_NORMAL      Normal successful completion
888 1137 1
889 1138 1 SIDE EFFECTS:
890 1139 1
891 1140 1     NONE
892 1141 1 --
893 1142 1
894 1143 2 BEGIN
895 1144 2
896 1145 2 BUILTIN
897 1146 2     ACTUALCOUNT,
898 1147 2     ACTUALPARAMETER ;
899 1148 2
900 1149 2 IF ACTUALCOUNT() EQL 2
901 1150 2 THEN
902 1151 2     RETURN ( SCR$SET_CURSOR (
903 1152 2         IF ACTUALPARAMETER(1) NEQ 0
904 1153 2         THEN
905 1154 2             IF .LINE_NO[0] EQL 0
906 1155 2             THEN
907 1156 2                 RETURN (LIB$_INVSCRPOS)
908 1157 2             ELSE
909 1158 2                 .LINE_NO[0]
910 1159 2             ELSE
911 1160 2                 RETURN ( LIB$_WRONUMARG),
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
LIB\$SET_CURSOR - Set Cursor to Character Positi

D 1
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 25
(10)

```
: 912      1161      3
: 913      1162
: 914      1163
: 915      1164
: 916      1165
: 917      1166
: 918      1167
: 919      1168
: 920      1169
: 921      1170
: 922      1171
: 923      1172
: 924      1173
: 925      1174
: 926      1175
: 927      1176      1

      IF ACTUALPARAMETER(2) NEQ 0
      THEN
        IF .COL_NO[0] EQL 0
        THEN
          RETURN (LIB$_INVSCRPOS)
        ELSE
          .COL_NO[0]
        ELSE
          RETURN ( LIB$_WRONUMARG ) )
      ELSE
        RETURN (LIB$_WRONUMARG ) ;
      END;
```

! End of routine LIB\$SET_CURSOR

02	6C	91	00002	.ENTRY	LIB\$SET_CURSOR, Save nothing	: 1105
	2E	12	00005	CMPB	(AP), #2	: 1149
	08	AC	D5 00007	BNEQ	3\$	
	29	13	0000A	TSTL	8(AP)	: 1162
	08	BC	B5 0000C	BEQL	3\$	
	10	13	0000F	TSTW	@COL_NO	: 1164
50	08	BC	3C 00011	BEQL	1\$	
	50	DD	00015	MOVZWL	@COL_NO, R0	: 1168
	04	AC	D5 00017	PUSHL	R0	: 1164
	19	13	0001A	TSTL	4(AP)	: 1152
	04	BC	B5 0001C	BEQL	3\$	
	08	12	0001F	TSTW	@LINE_NO	: 1154
50	00000000G	8F	D0 00021	BNEQ	2\$	
		04	00028	MOVL	#LIB\$_INVSCRPOS, R0	: 1156
50	04	BC	3C 00029	RET		: 1158
	50	DD	0002D	MOVZWL	@LINE_NO, R0	: 1154
0000V	CF	02	FB 0002F	PUSHL	R0	: 1152
		04	00034	CALLS	#2, SCR\$SET_CURSOR	: 1174
50	00000000G	8F	D0 00035	RET		: 1176
		04	0003C	MOVL	#LIB\$_WRONUMARG, R0	
				RET		

; Routine Size: 61 bytes, Routine Base: _LIB\$CODE + 01AF

; 928 1177 1 !<BLF/PAGE>


```

: 930      1178 1 %SBTTL 'LIB$SET_SCROLL - Set Scrolling Region'
: 931      1179 1 GLOBAL ROUTINE LIB$SET_SCROLL (
: 932      1180 1      START_LINE : REF VECTOR [,WORD],
: 933      1181 1      END_LINE   : REF VECTOR [,WORD]
: 934      1182 1      ) =
: 935      1183 1
: 936      1184 1 ++
: 937      1185 1 FUNCTIONAL DESCRIPTION:
: 938      1186 1      This routine establishes a scrolling by setting the internal
: 939      1187 1      scrolling region parameters. Issues the escape sequence that
: 940      1188 1      establishes the region and preserves the cursor position.
: 941      1189 1
: 942      1190 1 CALLING SEQUENCE:
: 943      1191 1
: 944      1192 1      ret_status.wlc.v = LIB$SET_SCROLL (START_LINE.rw.r,
: 945      1193 1      END_LINE.rw.r)
: 946      1194 1
: 947      1195 1 FORMAL PARAMETERS:
: 948      1196 1
: 949      1197 1      START_LINE.rw.r      Address of first line of scrolling
: 950      1198 1      region. Optional.
: 951      1199 1
: 952      1200 1      END_LINE.rw.r      Address of last line of scrolling
: 953      1201 1      region. Optional.
: 954      1202 1
: 955      1203 1 IMPLICIT INPUTS:
: 956      1204 1
: 957      1205 1      NONE
: 958      1206 1
: 959      1207 1 IMPLICIT OUTPUTS:
: 960      1208 1
: 961      1209 1      NONE
: 962      1210 1
: 963      1211 1 COMPLETION STATUS:
: 964      1212 1
: 965      1213 1      $$$_NORMAL      Normal successful completion
: 966      1214 1
: 967      1215 1 SIDE EFFECTS:
: 968      1216 1
: 969      1217 1      NONE
: 970      1218 1 --
: 971      1219 1
: 972      1220 2 BEGIN
: 973      1221 2
: 974      1222 2 BUILTIN
: 975      1223 2      ACTUALCOUNT,
: 976      1224 2      ACTUALPARAMETER,
: 977      1225 2      AP,
: 978      1226 2      CALLG;
: 979      1227 2
: 980      1228 2 +
: 981      1229 2 + If no arguments, just call SCR$SET_SCROLL with original call list.
: 982      1230 2
: 983      1231 2 IF ACTUALCOUNT() EQL 0
: 984      1232 2 THEN
: 985      1233 2     RETURN ( CALLG (.AP, SCR$SET_SCROLL));
: 986      1234 2
```



```

: 987      1235  2  !+
: 988      1236  2  Just 1 argument is a no-no. If LINE_NO is supplied, COL_NO must be
: 989      1237  2  supplied as well. Complain.
: 990      1238  2  -
: 991      1239  2  IF ACTUALCOUNT() EQL 1
: 992      1240  2  THEN
: 993      1241  2  IF ACTUALPARAMETER (1) EQL 0
: 994      1242  2  THEN
: 995      1243  3  ! 1 null arg - treat as no args
: 996      1244  3  RETURN ( SCR$SET_SCROLL ( ))
: 997      1245  3  ELSE
: 998      1246  3  ! 1 nonzero arg - error
: 999      1247  3  RETURN ( LIB$_WRONUMARG ) ;
1000      1248  2  !+
1001      1249  2  Check supplied arguments. If they are not specified (arglist entry = 0)
1002      1250  2  then pass on a zero. If they are specified, check for a value of zero
1003      1251  2  and complain. Call SCR$SET_SCROLL with appropriate combination of
1004      1252  2  arguments promoted to by-value.
1005      1253  2  -
1006      1254  2  IF ACTUALCOUNT() EQL 2
1007      1255  2  THEN
1008      1256  3  RETURN (SCR$SET_SCROLL (
1009      1257  3  IF ACTUALPARAMETER(1) NEQ 0
1010      1258  3  THEN
1011      1259  3  IF .START_LINE[0] EQL 0
1012      1260  3  THEN
1013      1261  3  RETURN (LIB$_INVSCRPOS)
1014      1262  3  ELSE
1015      1263  3  .START_LINE[0]
1016      1264  3  ELSE 0,
1017      1265  3  IF ACTUALPARAMETER(2) NEQ 0
1018      1266  3  THEN
1019      1267  3  IF .END_LINE[0] EQL 0
1020      1268  3  THEN
1021      1269  3  RETURN (LIB$_INVSCRPOS)
1022      1270  3  ELSE .END_LINE[0]
1023      1271  3  ELSE 0))
1024      1272  2  ELSE
1025      1273  2  RETURN (LIB$_WRONUMARG);
1026      1274  2
1027      1275  1  END;

```

! End of routine LIB\$SET_SCROLL

52	0000V	CF	9E	00002	.ENTRY	LIB\$SET_SCROLL, Save R2	: 1179
		6C	95	00007	MOVAB	SCR\$SET_SCROLL, R2	
		04	12	00009	TSTB	(AP)	: 1231
62		6C	FA	0000B	BNEQ	1\$	
			04	0000E	CALLG	(AP), SCR\$SET_SCROLL	: 1233
01		6C	91	0000F	RET		
		09	12	00012	CMPB	(AP), #1	: 1239
	04	AC	D5	00014	BNEQ	2\$	
		3D	12	00017	TSTL	4(AP)	: 1241
62		00	FB	00019	BNEQ	9\$	
					CALLS	#0, SCR\$SET_SCROLL	: 1243

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
LIB\$SET_SCROLL - Set Scrolling Region

G 1
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 28
(11)

02	6C	04	0001C	RET		: 1245
	34	91	0001D	CMPB	(AP), #2	: 1253
	08	12	00020	BNEQ	9\$	: 1265
	AC	D5	00022	TSTL	8(AP)	: 1267
	0D	13	00025	BEQL	3\$	: 1270
	08	B5	00027	TSTW	@END_LINE	: 1267
	14	13	0002A	BEQL	5\$	: 1270
50	08	BC	3C 0002C	MOVZWL	@END_LINE, R0	: 1267
	50	DD	00030	PUSHL	R0	: 1265
	02	11	00032	BRB	4\$	: 1256
	7E	D4	00034	CLRL	-(SP)	: 1258
	04	AC	D5 00036	TSTL	4(AP)	: 1260
	15	13	00039	BEQL	7\$	: 1262
	04	BC	B5 0003B	TSTW	@START_LINE	: 1258
	08	12	0003E	BNEQ	6\$	: 1260
50 00000000G	8F	D0	00040	MOVL	#LIB\$_INVSCRPOS, R0	: 1262
		04	00047	RET		: 1258
50	04	BC	3C 00048	MOVZWL	@START_LINE, R0	: 1256
	50	DD	0004C	PUSHL	R0	: 1273
	02	11	0004E	BRB	8\$	: 1275
	7E	D4	00050	CLRL	-(SP)	: 1275
62	02	FB	00052	CALLS	#2, SCR\$SET_SCROLL	: 1275
		04	00055	RET		: 1275
50 00000000G	8F	D0	00056	MOVL	#LIB\$_WRONUMARG, R0	: 1275
		04	0005D	RET		: 1275

; Routine Size: 94 bytes, Routine Base: _LIB\$CODE + 01EC

; 1028 1276 1 !<BLF/PAGE>


```
: 1030 1277 1 %SBTTL 'LIB$UP_SCROLL - Up Scroll, Move Cursor Down One Line'
: 1031 1278 1 GLOBAL ROUTINE LIB$UP_SCROLL =
: 1032 1279 1
: 1033 1280 1 ++
: 1034 1281 1 FUNCTIONAL DESCRIPTION:
: 1035 1282 1
: 1036 1283 1 This routine causes the cursor to be moved down 1 line to the
: 1037 1284 1 same column of the following line. If the cursor was on the
: 1038 1285 1 bottom line to begin with, it stays where it was, but all the
: 1039 1286 1 information on the screen appears to move up one line. The
: 1040 1287 1 information that was on the top line is lost and a blank line
: 1041 1288 1 appears at the bottom.
: 1042 1289 1
: 1043 1290 1 If a scrolling region is active ( on a VT100 or in mapping)
: 1044 1291 1 then the logic above applies to the top and bottom lines of
: 1045 1292 1 the scrolling region rather than the top and bottom line of
: 1046 1293 1 the screen. If an UP_SCROLL is performed on the bottom line of
: 1047 1294 1 the screen, or a DOWN_SCROLL is performed on the top line of the
: 1048 1295 1 screen, while a scrolling region is active then no screen
: 1049 1296 1 movement takes place unless the top or bottom line of the screen
: 1050 1297 1 corresponds to the top or bottom line of the scrolling region.
: 1051 1298 1
: 1052 1299 1 CALLING SEQUENCE:
: 1053 1300 1
: 1054 1301 1 ret_status.wlc.v = LIB$UP_SCROLL ()
: 1055 1302 1
: 1056 1303 1 FORMAL PARAMETERS:
: 1057 1304 1
: 1058 1305 1 NONE
: 1059 1306 1
: 1060 1307 1 IMPLICIT INPUTS:
: 1061 1308 1
: 1062 1309 1 NONE
: 1063 1310 1
: 1064 1311 1 IMPLICIT OUTPUTS:
: 1065 1312 1
: 1066 1313 1 NONE
: 1067 1314 1
: 1068 1315 1 COMPLETION STATUS:
: 1069 1316 1
: 1070 1317 1 $$$_NORMAL Normal successful completion
: 1071 1318 1
: 1072 1319 1 SIDE EFFECTS:
: 1073 1320 1
: 1074 1321 1 NONE
: 1075 1322 1 --
: 1076 1323 1
: 1077 1324 1 +
: 1078 1325 1 Equate to SCR$ entry point.
: 1079 1326 1 -
: 1080 1327 1
: 1081 1328 1 GLOBAL BIND ROUTINE LIB$UP_SCROLL = SCR$UP_SCROLL ;
: 1082 1329 1 !<BLF/PAGE>
```



```
: 1084 1330 1 %SBTTL 'SCR$DOWN_SCROLL - Down Scroll, Move Cursor up One Line'
: 1085 1331 1 GLOBAL ROUTINE SCR$DOWN_SCROLL =
: 1086 1332 1 ++
: 1087 1333 1 FUNCTIONAL DESCRIPTION:
: 1088 1334 1
: 1089 1335 1 This routine causes the cursor to be moved up 1 line to the
: 1090 1336 1 same column of the previous line. If the cursor was on the
: 1091 1337 1 top line to begin with, it stays where it was, but all the
: 1092 1338 1 information on the screen appears to move down one line. The
: 1093 1339 1 information that was on the bottom line is lost and a blank line
: 1094 1340 1 appears at the top.
: 1095 1341 1
: 1096 1342 1 If a scrolling region is active ( on a VT100 or in mapping)
: 1097 1343 1 then the logic above applies to the top and bottom lines of
: 1098 1344 1 the scrolling region rather than the top and bottom line of
: 1099 1345 1 the screen. If an UP_SCROLL is performed on the bottom line of
: 1100 1346 1 the screen, or a DOWN_SCROLL is performed on the top line of the
: 1101 1347 1 screen, while a scrolling region is active then no screen
: 1102 1348 1 movement takes place unless the top or bottom line of the screen
: 1103 1349 1 corresponds to the top or bottom line of the scrolling region.
: 1104 1350 1
: 1105 1351 1 CALLING SEQUENCE:
: 1106 1352 1
: 1107 1353 1 ret_status.wlc.v = SCR$DOWN_SCROLL ()
: 1108 1354 1
: 1109 1355 1 FORMAL PARAMETERS:
: 1110 1356 1
: 1111 1357 1 NONE
: 1112 1358 1
: 1113 1359 1 IMPLICIT INPUTS:
: 1114 1360 1
: 1115 1361 1 NONE
: 1116 1362 1
: 1117 1363 1 IMPLICIT OUTPUTS:
: 1118 1364 1
: 1119 1365 1 NONE
: 1120 1366 1
: 1121 1367 1 COMPLETION STATUS:
: 1122 1368 1
: 1123 1369 1 SS$_NORMAL Normal successful completion
: 1124 1370 1
: 1125 1371 1 SIDE EFFECTS:
: 1126 1372 1
: 1127 1373 1 NONE
: 1128 1374 1 --
: 1129 1375 1
: 1130 1376 2 BEGIN
: 1131 1377 2
: 1132 1378 2 MACRO
: 1133 1379 2 VT05_DOWN = %STRING (%CHAR(VT05_CUP), %CHAR(NULL), %CHAR(NULL), %CHAR(NULL), %CHAR(NULL))%,
: 1134 1380 2 VT52_DOWN = %STRING (%CHAR(ESC), %CHAR(VT52_DWN))%,
: 1135 1381 2 VT100_DOWN = %STRING (%CHAR(ESC), %CHAR(VT100_DWN))%;
: 1136 1382 2
: 1137 1383 2 LOCAL
: 1138 1384 2 STATUS, ! used for calls
: 1139 1385 2 TCB, ! terminal control block
: 1140 1386 2 DOWN_BUF : BLOCK [8,BYTE], ! buffer dsc for OUTPUT
```



```
1141 1387 2      TERM_TYPE;                ! terminal type
1142 1388
1143 1389      MAP
1144 1390          TCB : REF BLOCK [,BYTE];
1145 1391
1146 1392      STATUS = SCR$$GET_TYPE_R3 (SCR$C_DOWN_SCROLL; TCB, TERM_TYPE);
1147 1393          ! get current control block,
1148 1394      IF NOT .STATUS OR .TCB [SCR$B_TYPE] EQL VTFOREIGN
1149 1395      THEN RETURN .STATUS;
1150 1396
1151 1397      TCB [SCR$L_LINE] = .TCB [SCR$L_LINE] - 1;
1152 1398      IF .TCB [SCR$L_LINE] LEQ 0
1153 1399      THEN
1154 1400          TCB [SCR$L_LINE] = 1;                ! limit cursor to line 1
1155 1401
1156 1402      IF .TCB [SCR$L_CHARMAP] NEQ 0 AND
1157 1403          .TCB [SCR$L_BUFFER] NEQ 0
1158 1404      THEN
1159 1405          RETURN (SS$_NORMAL);                ! do nothing if mapping active and
1160 1406          ! buffering enabled
1161 1407
1162 1408      DOWN_BUF [DSC$B_DTYPE] = DSC$K_DTYPE_T;
1163 1409      DOWN_BUF [DSC$B_CLASS] = DSC$K_CLASS_S;
1164 1410
1165 1411      CASE .TERM_TYPE FROM UNKNOWN TO VT100 OF
1166 1412      SET
1167 1413          [UNKNOWN] :
1168 1414              BEGIN
1169 1415                  DOWN_BUF [DSC$W_LENGTH] = 0;
1170 1416                  DOWN_BUF [DSC$A_POINTER] = 0;
1171 1417                  END;
1172 1418
1173 1419          [VT05] :
1174 1420              BEGIN
1175 1421                  DOWN_BUF [DSC$W_LENGTH] = %CHARCOUNT (VT05_DOWN);
1176 1422                  DOWN_BUF [DSC$A_POINTER] = UPLIT (BYTE (VT05_DOWN));
1177 1423                  END;
1178 1424
1179 1425          [VT52] :
1180 1426              BEGIN
1181 1427                  DOWN_BUF [DSC$W_LENGTH] = %CHARCOUNT (VT52_DOWN);
1182 1428                  DOWN_BUF [DSC$A_POINTER] = UPLIT (BYTE (VT52_DOWN));
1183 1429                  END;
1184 1430
1185 1431          [VT100] :
1186 1432              BEGIN
1187 1433                  DOWN_BUF [DSC$W_LENGTH] = %CHARCOUNT (VT100_DOWN);
1188 1434                  DOWN_BUF [DSC$A_POINTER] = UPLIT (BYTE (VT100_DOWN));
1189 1435                  END;
1190 1436
1191 1437      TES;
1192 1438
1193 1439      RETURN (STATUS = OUTPUT (.TCB, DOWN_BUF));
1194 1440          ! output sequence for this terminal type
1195 1441
1196 1442      END;                ! End of routine SCR$DOWN_SCROLL
```


00	00	00	00	1A	0024A	.BLKB	2
					0024C P.AAA:	.ASCII	<26><0><0><0><0>
					00251	.PLKB	3
		49	1B		00254 P.AAB:	.ASCII	<27>\I\
					00256	.BLKB	2
		4D	1B		00258 P.AAC:	.ASCII	<27>\M\

		000C	00000	.ENTRY	SCR\$DOWN_SCROLL, Save R2,R3	: 1331
5E		08	C2 00002	SUBL2	#8, SP	:
50		05	D0 00005	MOVL	#5, R0	: 1392
		0000V	30 00008	BSBW	SCR\$\$GET_TYPE_R3	:
5A		50	E9 0000B	BLBC	STATUS, 9\$	: 1394
04	0A	A1	91 0000E	CMPB	10(TCB), #4	:
		54	13 00012	BEQL	9\$	:
04	24	A1	F5 00014	SOBGTR	36(TCB), 1\$	: 1397
24	A1	01	D0 00018	MOVL	#1, 36(TCB)	: 1400
	18	A1	D5 0001C	TSTL	24(TCB)	: 1402
		09	13 0001F	BEQL	2\$	:
	04	A1	D5 00021	TSTL	4(TCB)	: 1403
		04	13 00024	BEQL	2\$	:
50		01	D0 00026	MOVL	#1, R0	: 1405
		04	00029	RET		:
02	AE	010E	8F B0 0002A	MOVW	#270, DOWN_BUF+2	: 1408
	00		52 CF 00030	CASEL	TERM TYPE, -#0, #3	: 1411
000F		0008	00034	.WORD	4\$-3\$, -	:
					5\$-3\$, -	:
					6\$-3\$, -	:
					7\$-3\$	:
		6E	B4 0003C	CLRW	DOWN_BUF	: 1415
	04	AE	D4 0003E	CLRL	DOWN_BUF+4	: 1416
		1C	11 00041	BRB	8\$	: 1411
04	6E	05	B0 00043	MOVW	#5, DOWN_BUF	: 1421
	AE	A9	AF 9E 00046	MOVAB	P.AAA, DOWN_BUF+4	: 1422
		12	11 0004B	BRB	8\$	: 1411
04	6E	02	B0 0004D	MOVW	#2, DOWN_BUF	: 1427
	AE	A7	AF 9E 00050	MOVAB	P.AAB, DOWN_BUF+4	: 1428
		08	11 00055	BRB	8\$	: 1411
04	6E	02	B0 00057	MOVW	#2, DOWN_BUF	: 1433
	AE	A1	AF 9E 0005A	MOVAB	P.AAC, DOWN_BUF+4	: 1434
		4002	8F BB 0005F	PUSHR	#^M<R1, SP>	: 1439
000V	CF	02	FB 00063	CALLS	#2, OUTPUT	: 1442
		04	00068	RET		:

```
; Routine Size: 105 bytes,    Routine Base: _LIB$CODE + 025A
```

: 1197 1443 1 !<BLF/PAGE>


```
: 1199      1444 1 %SBTTL 'SCR$ERASE - Obsolete version of SCR$ERASE_PAGE'
: 1200      1445 1 | GLOBAL ROUTINE SCR$ERASE =
: 1201      1446 1 |
: 1202      1447 1 | ++
: 1203      1448 1 | FUNCTIONAL DESCRIPTION:
: 1204      1449 1 |
: 1205      1450 1 |         This routine is obsolete and should not be called. It is still
: 1206      1451 1 |         defined because its entry cannot be removed from SCRVECTOR.
: 1207      1452 1 |
: 1208      1453 1 | CALLING SEQUENCE:
: 1209      1454 1 |
: 1210      1455 1 |
: 1211      1456 1 | FORMAL PARAMETERS:
: 1212      1457 1 |
: 1213      1458 1 |     NONE
: 1214      1459 1 |
: 1215      1460 1 | IMPLICIT INPUTS:
: 1216      1461 1 |
: 1217      1462 1 |     NONE
: 1218      1463 1 |
: 1219      1464 1 | IMPLICIT OUTPUTS:
: 1220      1465 1 |
: 1221      1466 1 |     NONE
: 1222      1467 1 |
: 1223      1468 1 | COMPLETION STATUS:
: 1224      1469 1 |
: 1225      1470 1 |     SS$_NORMAL      Normal successful completion
: 1226      1471 1 |
: 1227      1472 1 | SIDE EFFECTS:
: 1228      1473 1 |
: 1229      1474 1 |     NONE
: 1230      1475 1 | --
: 1231      1476 1 |
: 1232      1477 1 | +
: 1233      1478 1 | Equate to current entry point.
: 1234      1479 1 | -
: 1235      1480 1 |
: 1236      1481 1 | GLOBAL BIND ROUTINE SCR$ERASE = SCR$ERASE_PAGE ;
: 1237      1482 1 | !<BLF/PAGE>
```



```
: 1239 1483 1 %SBTTL 'SCR$ERASE_LINE - Erase Line'
: 1240 1484 1 GLOBAL ROUTINE SCR$ERASE_LINE (
: 1241 1485 1 LINE_NO : WORD,
: 1242 1486 1 COL_NO : WORD
: 1243 1487 1 ) =
: 1244 1488 1
: 1245 1489 1 ++
: 1246 1490 1 FUNCTIONAL DESCRIPTION:
: 1247 1491 1 This routine causes the screen to be erased from the specified
: 1248 1492 1 position to the end of the line. If the position is not
: 1249 1493 1 specified, the current screen position is assumed.
: 1250 1494 1
: 1251 1495 1 CALLING SEQUENCE:
: 1252 1496 1
: 1253 1497 1 ret_status.wlc.v = SCR$ERASE_LINE ([LINE_NO.rw.v,
: 1254 1498 1 COL_NO.rw.v])
: 1255 1499 1
: 1256 1500 1 FORMAL PARAMETERS:
: 1257 1501 1
: 1258 1502 1 LINE_NO.rw.v Optional. Line number where erasing starts.
: 1259 1503 1 If this argument is omitted, COL_NO is ignored
: 1260 1504 1 as well, and current position will be used.
: 1261 1505 1
: 1262 1506 1 COL_NO.rw.v Optional. Column number where erasing starts.
: 1263 1507 1 If this argument is omitted, LINE_NO is ignored
: 1264 1508 1 as well, and current position will be used.
: 1265 1509 1
: 1266 1510 1 IMPLICIT INPUTS:
: 1267 1511 1
: 1268 1512 1 NONE
: 1269 1513 1
: 1270 1514 1 IMPLICIT OUTPUTS:
: 1271 1515 1
: 1272 1516 1 NONE
: 1273 1517 1
: 1274 1518 1 COMPLETION STATUS:
: 1275 1519 1
: 1276 1520 1 SS$_NORMAL Normal successful completion
: 1277 1521 1
: 1278 1522 1 SIDE EFFECTS:
: 1279 1523 1
: 1280 1524 1 NONE
: 1281 1525 1 --
: 1282 1526 1
: 1283 1527 2 BEGIN
: 1284 1528 2
: 1285 1529 2 BUILTIN
: 1286 1530 2 ACTUALCOUNT,
: 1287 1531 2 ACTUALPARAMETER ;
: 1288 1532 2
: 1289 1533 2 MACRO
: 1290 1534 2 VT05_LINE = %STRING (%CHAR(VT05_EOL), %CHAR(NULL), %CHAR(NULL))% ! VT05 (w/fill)
: 1291 1535 2 VT52_LINE = %STRING (%CHAR(ESC), %CHAR(VT52_EOL))% ! VT52
: 1292 1536 2 VT100_LINE = %STRING (%CHAR(ESC), %CHAR(LB), %CHAR(VT100_EOL))% ! VT100
: 1293 1537 2
: 1294 1538 2 LITERAL
: 1295 1539 2 K_CURSOR_ARGS = 2, ! 2 args if line_no & col_no present
```



```
: 1296      1540 2          K_LINE_SIZ = 25;          | size for erase line seq buffer
: 1297      1541 2          | ***** known sequences will not
: 1298      1542 2          | ***** exceed this size.  in the
: 1299      1543 2          | ***** future it may be necessary
: 1300      1544 2          | ***** to increase this.
: 1301      1545 2
: 1302      1546 2      LOCAL
: 1303      1547 2          TERM_TYPE,          | terminal type
: 1304      1548 2          TCB,                | ptr to terminal control block
: 1305      1549 2          STATUS;            | status ret'd by called routines
: 1306      1550 2      MAP
: 1307      1551 2          TCB : REF BLOCK [,BYTE];
: 1308      1552 2
: 1309      1553 2      STATUS = SCR$$GET_TYPE_A3 (SCR$C_ERASE_LINE; TCB, TERM_TYPE);
: 1310      1554 2          | get current TCB
: 1311      1555 2      IF NOT .STATUS OR .TCB [SCR$B_TYPE] EQL VTFORIGN
: 1312      1556 2      THEN RETURN (.STATUS);
: 1313      1557 2
: 1314      1558 2      !+
: 1315      1559 2      ! If mapping is active, just clear the character and attribute maps.
: 1316      1560 2      ! If mapping is inactive, set the cursor (if line_no and col_no
: 1317      1561 2      ! were specified) and output the erase line sequence.
: 1318      1562 2      !-
: 1319      1563 2
: 1320      1564 2      IF .TCB [SCR$L_CHARMAP] NEQ 0          ! mapping active
: 1321      1565 2      THEN
: 1322      1566 2          BEGIN
: 1323      1567 2              IF ACTUALCOUNT () EQL K_CURSOR_ARGS
: 1324      1568 2              THEN
: 1325      1569 2                  BEGIN          ! reset cursor pos if line, col spec
: 1326      1570 2                      TCB [SCR$L_LINE] = .LINE_NO;
: 1327      1571 2                      TCB [SCR$L_COLUMN] = .COL_NO;
: 1328      1572 2                  END;
: 1329      1573 2                  FILL_MAP (.TCB,
: 1330      1574 2                      .TCB [SCR$L_LINE],
: 1331      1575 2                      .TCB [SCR$L_COLUMN],
: 1332      1576 2                      .TCB [SCR$L_LINE],
: 1333      1577 2                      .TCB [SCR$W_DEVWIDTH],
: 1334      1578 2                      %C' ');          ! fill maps with spaces
: 1335      1579 2                  TCB [SCR$L_ATTRMASK] = 0;          ! clear OR'd attr mask
: 1336      1580 2                  RETURN (SS$_NORMAL);
: 1337      1581 2                  END
: 1338      1582 2      ELSE          ! mapping inactive
: 1339      1583 2      BEGIN
: 1340      1584 2          LOCAL
: 1341      1585 2              BUFFER : BLOCK [8, BYTE],          | dsc for buffer
: 1342      1586 2              CUR_BUF_SIZ : INITIAL (0),          | size of buffer
: 1343      1587 2              OUT_STATUS,          | status ret'd by OUTPUT
: 1344      1588 2              ERASE_LEN,          | length of erase sequence
: 1345      1589 2              ERASE_PTR,          | ptr to erase sequence
: 1346      1590 2              TEMP_BUF : VECTOR [K_LINE_SIZ, BYTE]; ! buffer to hold set cursor and
: 1347      1591 2              | erase page sequences
: 1348      1592 2
: 1349      1593 2              BUFFER [DSC$B_DTYPE] = DSC$K_DTYPE_T;
: 1350      1594 2              BUFFER [DSC$B_CLASS] = DSC$K_CLASS_S;
: 1351      1595 2              BUFFER [DSC$A_POINTER] = TEMP_BUF;
: 1352      1596 2          !+
```



```
: 1353      1597 3      ! Set cursor only if line no and col no were specified.
: 1354      1598      ! Otherwise just default to current cursor position.
: 1355      1599      !
: 1356      1600      IF ACTUALCOUNT () EQL K_CURSOR_ARGS
: 1357      1601      THEN
: 1358      1602      BEGIN
: 1359      1603      STATUS = SET_CURSOR (.TCB, .LINE_NO, .COL_NO,
: 1360      1604      .BUFFER [DSC$A_POINTER], CUR_BUF_SIZ);
: 1361      1605      IF NOT .STATUS THEN RETURN (.STATUS);
: 1362      1606      END;
: 1363      1607
: 1364      1608      CASE .TERM_TYPE FROM UNKNOWN TO VT100 OF
: 1365      1609      SET
: 1366      1610
: 1367      1611      [UNKNOWN]:
: 1368      1612      BEGIN
: 1369      1613      ERASE_LEN = 0;
: 1370      1614      ERASE_PTR = 0;
: 1371      1615      END;
: 1372      1616
: 1373      1617      [VT05]:
: 1374      1618      BEGIN
: 1375      1619      ERASE_LEN = %CHARCOUNT (VT05_LINE);
: 1376      1620      ERASE_PTR = UPLIT ( BYTE (VT05_LINE));
: 1377      1621      END;
: 1378      1622
: 1379      1623      [VT52]:
: 1380      1624      BEGIN
: 1381      1625      ERASE_LEN = %CHARCOUNT (VT52_LINE);
: 1382      1626      ERASE_PTR = UPLIT (BYTE (VT52_LINE));
: 1383      1627      END;
: 1384      1628
: 1385      1629      [VT100]:
: 1386      1630      BEGIN
: 1387      1631      ERASE_LEN = %CHARCOUNT (VT100_LINE);
: 1388      1632      ERASE_PTR = UPLIT (BYTE (VT100_LINE));
: 1389      1633      END;
: 1390      1634
: 1391      1635      TES;
: 1392      1636
: 1393      1637      CH$MOVE (.ERASE_LEN,
: 1394      1638      .ERASE_PTR, .BUFFER [DSC$A_POINTER] + .CUR_BUF_SIZ);
: 1395      1639      ! append erase seq to set cursor seq
: 1396      1640      BUFFER [DSC$W_LENGTH] = .ERASE_LEN + .CUR_BUF_SIZ;
: 1397      1641      ! update length of buffer
: 1398      1642      OUT_STATUS = OUTPUT (.TCB, BUFFER);
: 1399      1643
: 1400      1644      IF NOT .OUT_STATUS THEN RETURN (.OUT_STATUS);
: 1401      1645
: 1402      1646      RETURN (SS$_NORMAL);
: 1403      1647
: 1404      1648      END;
: 1405      1649
: 1406      1650      1      END;      ! End of routine SCR$ERASE_LINE
```


00	00	1E	002C3		.BLKB	1
			002C4	P.AAD:	.ASCII	<30><0><0>
			002C7		.BLKB	1
	4B	1B	002C8	P.AAE:	.ASCII	<27>\K\
			002CA		.BLKB	2
4B	5B	1B	002CC	P.AAF:	.ASCII	<27>\[K\

			00FC	00000	.ENTRY	SCR\$ERASE_LINE, Save R2,R3,R4,R5,R6,R7	: 1484	
5E			28	C2	00002	SUBL2	#40, SP	:
50			03	D0	00005	MVVL	#3, R0	: 1553
			0000V	30	00008	BSBW	SCR\$\$GET TYPE_R3	:
53			50	D0	0000B	MOVL	R0, STATUS	:
56			51	D0	0000E	MOVL	R1, R6	:
5F			53	E9	00011	BLBC	STATUS, 3\$	: 1555
04		0A	A6	91	00014	CMPB	10(TCB), #4	:
			59	13	00018	BEQL	3\$	:
		18	A6	D5	0001A	TSTL	24(TCB)	: 1564
			28	13	0001D	BEQL	2\$	:
02			6C	91	0001F	CMPB	(AP), #2	: 1567
			0A	12	00022	BNEQ	1\$	:
24	A6	04	AC	3C	00024	MOVZWL	LINE_NO, 36(TCB)	: 1570
28	A6	08	AC	3C	00029	MOVZWL	COL_NO, 40(TCB)	: 1571
			20	DD	0002E	PUSHL	#32	: 1573
7E		0C	A6	3C	00030	MOVZWL	12(TCB), -(SP)	: 1577
		24	A6	DD	00034	PUSHL	36(TCB)	: 1576
7E		24	A6	7D	00037	MOVQ	36(TCB), -(SP)	: 1574
			56	DD	0003B	PUSHL	TCB	: 1573
0000V	CF		06	FB	0003D	CALLS	#6, FILL_MAP	:
		2C	A6	D4	00042	CLRL	44(TCB)	: 1579
			79	11	00045	BRB	11\$	: 1583
			6E	D4	00047	CLRL	CUR BUF SIZ	:
22	AE	010E	8F	B0	00049	MOVW	#270, BUFFER+2	: 1593
24	AE	04	AE	9E	0004F	MOVAB	TEMP_BUF, BUFFER+4	: 1595
	02		6C	91	00054	CMPB	(AP), #2	: 1600
			1E	12	00057	BNEQ	4\$	:
			5E	DD	00059	PUSHL	SP	: 1603
		28	AE	DD	0005B	PUSHL	BUFFER+4	: 1604
7E		08	AC	3C	0005E	MOVZWL	COL_NO, -(SP)	: 1603
7E		04	AC	3C	00062	MOVZWL	LINE_NO, -(SP)	:
			56	DD	00066	PUSHL	TCB	:
0000V	CF		05	FB	00068	CALLS	#5, SET_CURSOR	:
53			50	D0	0006D	MOVL	R0, STATUS	:
04			53	E8	00070	BLBS	STATUS, 4\$	: 1605
50			53	D0	00073	MOVL	STATUS, R0	:
			04	00076	RET			:
			52	CF	00077	CASEL	TERM_TYPE, #0, #3	: 1608
0022	03	00	0008	0007B	5\$: .WORD			:
	0018	000E					6\$-5\$, -	:
							7\$-5\$, -	:
							8\$-5\$, -	:
							9\$-5\$	:
			57	D4	00083	CLRL	ERASE_LEN	: 1613
			50	D4	00085	CLRL	ERASE_PTR	: 1614
			1C	11	00087	BRB	10\$	: 1608
57			03	D0	00089	MOVL	#3, ERASE_LEN	: 1619
50		FF65	CF	9E	0008C	MOVAB	P.AAD, ERASE_PTR	: 1620

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
SCR\$ERASE_LINE - Erase Line

D 2
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 38
(15)

				12	11	00091	BRB	10\$	:	1608	
		57		02	D0	00093	8\$:	MOVL	#2, ERASE_LEN	:	1625
		50	FF5F	CF	9E	00096		MOVAB	P.AAE, ERASE_PTR	:	1626
				08	11	0009B	BRB	10\$	:	1608	
		57		03	D0	0009D	9\$:	MOVL	#3, ERASE_LEN	:	1631
		50	FF59	CF	9E	000A0		MOVAB	P.AAF, ERASE_PTR	:	1632
	51	24		6E	C1	000A5	10\$:	ADDL3	CUR_BUF_SIZ, -BUFFER+4, R1	:	1638
	61			57	28	000AA		MOVC3	ERASE_LEN, (ERASE_PTR), (R1)	:	1640
20	AE			6E	A1	000AE		ADDW3	CUR_BUF_SIZ, ERASE_LEN, BUFFER	:	1642
			20	AE	9F	000B3		PUSHAB	BUFFER	:	1642
				56	DD	000B6		PUSHL	TCB	:	1644
		0000V		02	FB	000B8		CALLS	#2, OUTPUT	:	1644
				50	E9	000BD		BLBC	OUT_STATUS, 12\$	:	1646
				01	D0	000C0	11\$:	MOVL	#1, -R0	:	1650
				04	000C3	12\$:	RET			:	1650

; Routine Size: 196 bytes, Routine Base: _LIB\$CODE + 02CF

; 1407 1651 1 !<BLF/PAGE>


```
: 1409      1652 1 %SBTTL 'SCR$ERASE_PAGE - Erase Page'
: 1410      1653 1 GLOBAL ROUTINE SCR$ERASE_PAGE (
: 1411      1654 1                                     LINE_NO : WORD,
: 1412      1655 1                                     COL_NO  : WORD
: 1413      1656 1                                     ) =
: 1414      1657 1
: 1415      1658 1 ++
: 1416      1659 1 FUNCTIONAL DESCRIPTION:
: 1417      1660 1
: 1418      1661 1     This routine causes the screen to be erased from the specified
: 1419      1662 1     position to the end of the screen.  If the position is not
: 1420      1663 1     specified, the current screen position is assumed.
: 1421      1664 1
: 1422      1665 1 CALLING SEQUENCE:
: 1423      1666 1
: 1424      1667 1     ret_status.wlc.v = SCR$ERASE_PAGE ([LINE_NO.rw.v,
: 1425      1668 1                                     COL_NO.rw.v])
: 1426      1669 1
: 1427      1670 1 FORMAL PARAMETERS:
: 1428      1671 1
: 1429      1672 1     LINE_NO.rw.v    Optional.  Line number at which to start
: 1430      1673 1                                     erasing.  If omitted, COL_NO will be ignored
: 1431      1674 1                                     as well and current cursor position will
: 1432      1675 1                                     be used.
: 1433      1676 1
: 1434      1677 1     COL_NO.rw.v      Optional.  Column number at which to start
: 1435      1678 1                                     erasing.  If omitted, LINE_NO will be ignored
: 1436      1679 1                                     as well and current cursor position will
: 1437      1680 1                                     be used.
: 1438      1681 1
: 1439      1682 1 IMPLICIT INPUTS:
: 1440      1683 1
: 1441      1684 1     NONE
: 1442      1685 1
: 1443      1686 1 IMPLICIT OUTPUTS:
: 1444      1687 1
: 1445      1688 1     NONE
: 1446      1689 1
: 1447      1690 1 COMPLETION STATUS:
: 1448      1691 1
: 1449      1692 1     SSS_NORMAL      Normal successful completion
: 1450      1693 1
: 1451      1694 1 SIDE EFFECTS:
: 1452      1695 1
: 1453      1696 1     NONE
: 1454      1697 1
: 1455      1698 2 BEGIN
: 1456      1699 2
: 1457      1700 2 BUILTIN
: 1458      1701 2     ACTUALCOUNT,
: 1459      1702 2     ACTUALPARAMETER ;
: 1460      1703 2
: 1461      1704 2 MACRO
: 1462      1705 2     VT05_ERASE = %STRING ( %CHAR(VT05_EOS), %CHAR(NULL), %CHAR(NULL), %CHAR(NULL), %CHAR(NULL) )%, ! VT05 (
: 1463      1706 2     VT52_ERASE = %STRING (%CHAR(ESC), %CHAR(VT52_EOS))%, ! VT52
: 1464      1707 2     VT100_ERASE = %STRING (%CHAR(ESC), %CHAR(LB), %CHAR(VT100_EOS))%, ! VT100
: 1465      1708 2
```



```
: 1466 1709 2 LITERAL
: 1467 1710 2 K_CURSOR_ARGS = 2,
: 1468 1711 2 K_ERASE_SIZ = 25;
: 1469 1712 2
: 1470 1713 2
: 1471 1714 2
: 1472 1715 2
: 1473 1716 2
: 1474 1717 2 LOCAL
: 1475 1718 2 TERM_TYPE,
: 1476 1719 2 TCB,
: 1477 1720 2 STATUS;
: 1478 1721 2 MAP
: 1479 1722 2 TCB : REF BLOCK [,BYTE];
: 1480 1723 2
: 1481 1724 2 STATUS = SCR$$GET_TYPE_R3 (SCR$C_ERASE_PAGE; TCB, TERM_TYPE);
: 1482 1725 2
: 1483 1726 2 IF NOT .STATUS OR .TCB [SCR$B_TYPE] EQL VTFOREIGN
: 1484 1727 2 THEN RETURN (.STATUS);
: 1485 1728 2
: 1486 1729 2 !+
: 1487 1730 2 ! If mapping is active, just clear the character and attribute maps.
: 1488 1731 2 ! If mapping is inactive, set the cursor (if line_no and col_no
: 1489 1732 2 ! were specified) and output the erase page sequence.
: 1490 1733 2 !-
: 1491 1734 2
: 1492 1735 2 IF .TCB [SCR$L_CHARMAP] NEQ 0 ! mapping active
: 1493 1736 2 THEN
: 1494 1737 2 BEGIN
: 1495 1738 2 IF ACTUALCOUNT () EQL K_CURSOR_ARGS
: 1496 1739 2 THEN
: 1497 1740 2 BEGIN ! store new cursor pos if line, col spec
: 1498 1741 2 TCB [SCR$L_LINE] = .LINE_NO;
: 1499 1742 2 TCB [SCR$L_COLUMN] = .COL_NO;
: 1500 1743 2 END;
: 1501 1744 2 FILL_MAP (.TCB,
: 1502 1745 2 .TCB [SCR$L_LINE],
: 1503 1746 2 .TCB [SCR$L_COLUMN],
: 1504 1747 2 .TCB [SCR$W_DEVPAGSIZ],
: 1505 1748 2 .TCB [SCR$W_DEVWIDTH],
: 1506 1749 2 %C' '); ! fill maps with spaces
: 1507 1750 2 TCB [SCR$L_ATTRMASK] = 0; ! clear OR'd attr mask
: 1508 1751 2 RETURN (SS$NORMAL);
: 1509 1752 2 END
: 1510 1753 2 ELSE ! mapping inactive
: 1511 1754 2 BEGIN
: 1512 1755 2 LOCAL
: 1513 1756 2 BUFFER : BLOCK [8, BYTE], ! dsc for buffer
: 1514 1757 2 CUR_BUF_SIZ : INITIAL (0), ! size of buffer
: 1515 1758 2 OUT_STATUS, ! status retd by OUTPUT
: 1516 1759 2 ERASE_LEN, ! length of erase sequence
: 1517 1760 2 ERASE_PTR, ! ptr to erase sequence
: 1518 1761 2 TEMP_BUF : VECTOR [K_ERASE_SIZ, BYTE]; ! buffer to hold erase_page sequence
: 1519 1762 2
: 1520 1763 2 BUFFER [DSC$B_DTYPE] = DSC$K_DTYPE_T;
: 1521 1764 2 BUFFER [DSC$B_CLASS] = DSC$K_CLASS_S;
: 1522 1765 2 BUFFER [DSC$A_POINTER] = TEMP_BUF;
```



```

: 1523      1766 3
: 1524      1767 3
: 1525      1768 3
: 1526      1769 3
: 1527      1770 3
: 1528      1771 3
: 1529      1772 3
: 1530      1773 4
: 1531      1774 4
: 1532      1775 4
: 1533      1776 4
: 1534      1777 3
: 1535      1778 3
: 1536      1779 3
: 1537      1780 3
: 1538      1781 3
: 1539      1782 4
: 1540      1783 4
: 1541      1784 4
: 1542      1785 3
: 1543      1786 3
: 1544      1787 3
: 1545      1788 4
: 1546      1789 4
: 1547      1790 4
: 1548      1791 3
: 1549      1792 3
: 1550      1793 3
: 1551      1794 4
: 1552      1795 4
: 1553      1796 4
: 1554      1797 3
: 1555      1798 3
: 1556      1799 3
: 1557      1800 4
: 1558      1801 4
: 1559      1802 4
: 1560      1803 3
: 1561      1804 3
: 1562      1805 3
: 1563      1806 3
: 1564      1807 3
: 1565      1808 3
: 1566      1809 3
: 1567      1810 3
: 1568      1811 3
: 1569      1812 3
: 1570      1813 3
: 1571      1814 3
: 1572      1815 3
: 1573      1816 3
: 1574      1817 3
: 1575      1818 3
: 1576      1819 1

      !+
      ! Set cursor only if line_no and col_no were specified.
      ! Otherwise just default to current cursor position.
      !-
      IF ACTUALCOUNT () EQL K_CURSOR_ARGS
      THEN
        BEGIN
          STATUS = SET_CURSOR (.TCB, .LINE_NO, .COL_NO,
                               .BUFFER [DSC$A_POINTER], CUR_BUF_SIZ);
          IF NOT .STATUS THEN RETURN (.STATUS);
        END;
      CASE .TERM_TYPE FROM UNKNOWN TO VT100 OF
      SET
        [UNKNOWN]:
          BEGIN
            ERASE_LEN = 0;
            ERASE_PTR = 0;
          END;
        [VT05]:
          BEGIN
            ERASE_LEN = %CHARCOUNT (VT05_ERASE);
            ERASE_PTR = UPLIT (BYTE (VT05_ERASE));
          END;
        [VT52]:
          BEGIN
            ERASE_LEN = %CHARCOUNT (VT52_ERASE);
            ERASE_PTR = UPLIT (BYTE (VT52_ERASE));
          END;
        [VT100]:
          BEGIN
            ERASE_LEN = %CHARCOUNT (VT100_ERASE);
            ERASE_PTR = UPLIT (BYTE (VT100_ERASE));
          END;
      TES;
      CH$MOVE (.ERASE_LEN,
               .ERASE_PTR, .BUFFER [DSC$A_POINTER] + .CUR_BUF_SIZ);
      BUFFER [DSC$W_LENGTH] = .ERASE_LEN + .CUR_BUF_SIZ;
      ! append erase seq to set cursor seq
      ! update length of buffer
      OUT_STATUS = OUTPUT (.TCB, BUFFER);
      IF NOT .OUT_STATUS THEN RETURN (.OUT_STATUS);
      RETURN (SS$_NORMAL);
      END;

      ! End of routine SCR$ERASE_PAGE
```



```
00 00 00 00 1F 00393 .BLKB 1
00394 P.AAG: .ASCII <31><0><0><0><0>
00399 .BLKB 3
4A 1B 0039C P.AAH: .ASCII <27>\J\
0039E .BLKB 2
4A 5B 1B 003A0 P.AAI: .ASCII <27>\[J\
```

```
00FC 00000 .ENTRY SCR$ERASE_PAGE, Save R2,R3,R4,R5,R6,R7 : 1653
5E 28 C2 00002 .SUBL2 #40, SP : 1724
50 02 D0 00005 .MOVL #2, R0
0000V 30 00008 .BSBW SCR$GET_TYPE_R3
53 50 D0 0000B .MOVL R0, STATUS
56 51 D0 0000E .MOVL R1, R6
60 53 E9 00011 .BLBC STATUS, 3$ : 1726
04 0A A6 91 00014 .CMPB 10(TCB), #4
5A 13 00018 .BEQL 3$
18 A6 D5 0001A .TSTL 24(TCB) : 1735
29 13 0001D .BEQL 2$
02 6C 91 0001F .CMPB (AP), #2 : 1738
0A 12 00022 .BNEQ 1$
24 A6 04 AC 3C 00024 .MOVZWL LINE_NO, 36(TCB) : 1741
28 A6 08 AC 3C 00029 .MOVZWL COL_NO, 40(TCB) : 1742
7E 0C A6 3C 00030 1$: .PUSHL #32- : 1744
7E 0E A6 3C 00034 .MOVZWL 12(TCB), -(SP) : 1748
7E 24 A6 7D 00038 .MOVZWL 14(TCB), -(SP) : 1747
56 DD 0003C .MOVQ 36(TCB), -(SP) : 1745
0000V CF 06 FB 0003E .PUSHL TCB : 1744
2C A6 D4 00043 .CALLS #6, FILL_MAP
79 11 00046 .CLRL 44(TCB) : 1750
6E D4 00048 2$: .BRB 11$ : 1754
22 AE 010E 8F B0 0004A .CLRL CUR_BUF_SIZ
24 AE 04 AE 9E 00050 .MOVW #270, BUFFER+2 : 1763
02 6C 91 00055 .MOVAB TEMP_BUF, BUFFER+4 : 1765
1E 12 00058 .CMPB (AP), #2 : 1771
5E DD 0005A .BNEQ 4$
08 AE DD 0005C .PUSHL SP : 1774
7E 08 AC 3C 0005F .PUSHL BUFFER+4 : 1775
7E 04 AC 3C 00063 .MOVZWL COL_NO, -(SP) : 1774
56 DD 00067 .MOVZWL LINE_NO, -(SP)
0000V CF 05 FB 00069 .PUSHL TCB
53 50 D0 0006E .CALLS #5, SET_CURSOR
04 53 E8 00071 .MOVL R0, STATUS
50 53 D0 00074 3$: .BLBS STATUS, 4$ : 1776
04 00077 .MOVL STATUS, R0
52 CF 00078 4$: .RET
0008 0007C 5$: .CASEL TERM_TYPE, #0, #3 : 1778
57 D4 00084 6$: .WORD 6$-5$, - : 1783
50 D4 00086 .CLRL ERASE_LEN : 1784
1C 11 00088 .CLRL ERASE_PTR : 1778
57 05 D0 0008A 7$: .BRB 10$ : 1789
50 FF60 CF 9E 0008D .MOVL #5, ERASE_LEN : 1789
MOVAB P.AAG, ERASE_PTR : 1790
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
SCR\$ERASE_PAGE - Erase Page

1 2
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 43
(16)

				12	11	00092	BRB	10\$	:	1778	
		57		02	D0	00094	8\$:	MOVL	#2, ERASE_LEN	:	1795
		50	FF5E	CF	9E	00097	MOVAB	P.AAH, ERASE_PTR	:	1796	
				08	11	0009C	BRB	10\$	:	1778	
		57		03	D0	0009E	9\$:	MOVL	#3, ERASE_LEN	:	1801
		50	FF58	CF	9E	000A1	MOVAB	P.AAI, ERASE_PTR	:	1802	
	51	24		6E	C1	000A6	10\$:	ADDL3	CUR_BUF_SIZ, BUFFER+4, R1	:	1808
	61			57	28	000AB	MOVCL	ERASE_LEN, (ERASE_PTR), (R1)	:	1810	
20	AE			6E	A1	000AF	ADDW3	CUR_BUF_SIZ, ERASE_LEN, BUFFER	:	1812	
			20	AE	9F	000B4	PUSHAB	BUFFER	:	1812	
				56	DD	000B7	PUSHL	TCB	:	1814	
		0000V		02	FB	000B9	CALLS	#2, OUTPUT	:	1816	
				50	E9	000BE	BLBC	OUT_STATUS, 12\$	:	1816	
				01	D0	000C1	11\$:	MOVL	#1, R0	:	1819
				04	000C4	12\$:	RET		:	1819	

; Routine Size: 197 bytes, Routine Base: _LIB\$CODE + 03A3

; 1577 1820 1 !<BLF/PAGE>


```
1579 1821 1 %SBTTL 'SCR$PUT_BUFFER - Put Current Buffer to Screen or Prev. Buffer'
1580 1822 1 GLOBAL ROUTINE SCR$PUT_BUFFER (
1581 1823 1     OLD_BUFFER
1582 1824 1 ) =
1583 1825 1
1584 1826 1 ++
1585 1827 1 FUNCTIONAL DESCRIPTION:
1586 1828 1     This routine is the converse of SCR$SET_BUFFER. It puts the
1587 1829 1     contents of the current buffer to another buffer or the screen
1588 1830 1     if no buffer is given.
1589 1831 1
1590 1832 1 CALLING SEQUENCE:
1591 1833 1
1592 1834 1     ret_status.wlc.v = SCR$PUT_BUFFER (OLD_BUFFER.rv.r)
1593 1835 1
1594 1836 1 FORMAL PARAMETERS:
1595 1837 1
1596 1838 1     OLD_BUFFER.rv.r      Optional. Address of the previous
1597 1839 1                          buffer to put the current buffer into.
1598 1840 1                          If not specified or zero, put current
1599 1841 1                          buffer to the screen.
1600 1842 1
1601 1843 1 IMPLICIT INPUTS:
1602 1844 1
1603 1845 1     NONE
1604 1846 1
1605 1847 1 IMPLICIT OUTPUTS:
1606 1848 1
1607 1849 1     NONE
1608 1850 1
1609 1851 1 COMPLETION STATUS:
1610 1852 1
1611 1853 1     $$$_NORMAL          Normal successful completion
1612 1854 1
1613 1855 1 SIDE EFFECTS:
1614 1856 1
1615 1857 1     The current buffer is output and reinitialized to empty. If
1616 1858 1     OLD_BUFFER is nonzero, it is established to become the new
1617 1859 1     current buffer.
1618 1860 1 --
1619 1861 1
1620 1862 2 BEGIN
1621 1863 2
1622 1864 2 BUILTIN
1623 1865 2     NULLPARAMETER;
1624 1866 2
1625 1867 2 LOCAL
1626 1868 2     STATUS,                ! Status to be returned to caller
1627 1869 2
1628 1870 2     CURR_BUFF : REF BLOCK [, BYTE], ! Current contents of
1629 1871 2                                     ! TCB [SCR$L_BUFFER]
1630 1872 2
1631 1873 2     ADDR,                  ! Address of newly-specified buffer or
1632 1874 2                             ! zero (indicating no further buffering)
1633 1875 2
1634 1876 2     TERM_TYPE,             ! dummy parameter - not used
1635 1877 2
```



```

: 1636      1878 2          TCB : REF BLOCK [, BYTE] ;          ! Pointer to current terminal
: 1637      1879 2          ! control block
: 1638      1880 2
: 1639      1881 2          STATUS = SCR$$GET_TYPE_R3 (-1; TCB, TERM_TYPE) ;
: 1640      1882 2          ! Set up TCB address
: 1641      1883 2          IF NOT .STATUS          ! -1 request - foreign terminal handler
: 1642      1884 2          ! doesn't do this one
: 1643      1885 2          THEN RETURN (.STATUS);
: 1644      1886 2
: 1645      1887 2      !+
: 1646      1888 2      ! Determine future buffer address. It will be either the user-specified
: 1647      1889 2      ! buffer address or zero.
: 1648      1890 2      !-
: 1649      1891 2          ADDR = (IF NOT NULLPARAMETER (1)
: 1650      1892 2          THEN .OLD_BUFFER
: 1651      1893 2          ELSE 0) ;
: 1652      1894 2
: 1653      1895 2      !+
: 1654      1896 2      ! Save the buffer address currently active.
: 1655      1897 2      !-
: 1656      1898 2          CURR_BUFF = .TCB [SCR$L_BUFFER] ;
: 1657      1899 2
: 1658      1900 2      !+
: 1659      1901 2      ! Save the future buffer address in the terminal control block
: 1660      1902 2      !-
: 1661      1903 2          TCB [SCR$L_BUFFER] = .ADDR ;
: 1662      1904 2
: 1663      1905 2      !+
: 1664      1906 2      ! If buffering was turned off, don't limit future output to buffered size.
: 1665      1907 2      !-
: 1666      1908 2          IF .ADDR EQL 0
: 1667      1909 2          THEN
: 1668      1910 2              TCB [SCR$L_BUFSIZE] = BUFSIZE;
: 1669      1911 2
: 1670      1912 2      !+
: 1671      1913 2      ! If there was no prior buffer, there is nothing to flush to the screen
: 1672      1914 2      !-
: 1673      1915 2          IF .CURR_BUFF EQL 0
: 1674      1916 2          THEN
: 1675      1917 2              RETURN (SS$_NORMAL) ;
: 1676      1918 2
: 1677      1919 2      !+
: 1678      1920 2      ! There previously was some buffering in effect, decide whether to
: 1679      1921 2      ! flush it to the screen or move it into the newly-specified buffer.
: 1680      1922 2      !-
: 1681      1923 2          IF .TCB [SCR$L_CHARMAP] NEQ 0
: 1682      1924 2          THEN
: 1683      1925 2              BEGIN ! Mapping in effect
: 1684      1926 2                  STATUS = SS$_NORMAL ; ! Assume success to follow
: 1685      1927 2                  IF .ADDR EQL 0
: 1686      1928 2                  THEN
: 1687      1929 2                      BEGIN ! Buffering no longer in effect
: 1688      1930 2                          STATUS = PUT_MAP (.TCB) ; ! Flush out what we've got
: 1689      1931 2                          END; ! Buffering no longer in effect
: 1690      1932 2                      END ! Mapping in effect
: 1691      1933 2          ELSE
: 1692      1934 2              BEGIN ! No mapping in effect
```



```

: 1693      1935      3      LOCAL
: 1694      1936      3      LOC_DESC : BLOCK [8, BYTE];
: 1695      1937      3      +
: 1696      1938      3      | Build a descriptor describing current contents of buffer
: 1697      1939      3      |
: 1698      1940      3      LOC_DESC [DSC$W_LENGTH] = .CURR_BUFF [DSC$W_LENGTH] ;
: 1699      1941      3      LOC_DESC [DSC$B_CLASS] = DSC$K_CLASS_S ;
: 1700      1942      3      LOC_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ;
: 1701      1943      3      LOC_DESC [DSC$A_POINTER] = .CURR_BUFF [DSC$A_POINTER] ;
: 1702      1944      3      |
: 1703      1945      3      +
: 1704      1946      3      | Reset buffer control block to make it look empty.
: 1705      1947      3      |
: 1706      1948      3      CURR_BUFF [DSC$W_LENGTH] = 0 ;
: 1707      1949      3      |
: 1708      1950      3      +
: 1709      1951      3      | Output to previous buffer (or screen if TCB now contains 0)
: 1710      1952      3      |
: 1711      1953      3      STATUS = OUTPUT ( .TCB, LOC_DESC ) ;
: 1712      1954      3      END;      ! No mapping in effect
: 1713      1955      3
: 1714      1956      2
: 1715      1957      1      RETURN (.STATUS);
                                END;                                ! End of routine SCR$PUT_BUFFER
```

			001C 00000	.ENTRY	SCR\$PUT_BUFFER, Save R2,R3,R4	: 1822
5E		08	C2 00002	SUBL2	#8, SP	
50		01	CE 00005	MNEGL	#1, R0	: 1881
		0000V	30 00008	BSBW	SCR\$GET_TYPE_R3	
54		51	D0 0000B	MOVL	R1, R4	
5B		50	E9 0000E	BLBC	STATUS, 6\$	: 1883
		6C	95 00011	TSTB	(AP)	: 1891
		0B	13 00013	BEQL	1\$	
	04	AC	D5 00015	TSTL	4(AP)	
		06	13 00018	BEQL	1\$	
51	04	BC	D0 0001A	MOVL	@OLD_BUFFER, ADDR	: 1892
		02	11 0001E	BRB	2\$	
		51	D4 00020 1\$:	CLRL	ADDR	: 1891
52	04	A4	D0 00022 2\$:	MOVL	4(TCB), CURR_BUFF	: 1898
04	A4	51	D0 00026	MOVL	ADDR, 4(TCB)	: 1903
		53	D4 0002A	CLRL	R3	: 1908
		51	D5 0002C	TSTL	ADDR	
		08	12 0002E	BNEQ	3\$	
		53	D6 00030	INCL	R3	
4C	A4	8F	3C 00032	MOVZWL	#512, 76(TCB)	: 1910
		52	D5 00038 3\$:	TSTL	CURR_BUFF	: 1915
		04	12 0003A	BNEQ	4\$	
50		01	D0 0003C	MOVL	#1, R0	: 1917
			04 0003F	RET		
	18	A4	D5 00040 4\$:	TSTL	24(TCB)	: 1923
		0E	13 00043	BEQL	5\$	
50		01	D0 00045	MOVL	#1, STATUS	: 1926
21		53	E9 00048	BLBC	R3, 6\$	: 1927
		54	DD 0004B	PUSHL	TCB	: 1930

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
SCR\$PUT_BUFFER - Put Current Buffer to Screen o

M 2
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 47
(17)

0000V CF 01 FB 0004D
04 00052
02 6E 62 B0 00053 5\$:
04 AE 010E 8F B0 00056
04 AE 04 A2 D0 0005C
62 B4 00061
4010 8F BB 00063
0000V CF 02 FB 00067
04 0006C 6\$:

CALLS #1, PUT_MAP
RET
MOVW (CURR_BUFF), LOC_DESC
MOVW #270, LOC_DESC+2
MOVL 4(CURR_BUFF), LOC_DESC+4
CLRW (CURR_BUFF)
PUSHR #*M<R4, SP>
CALLS #2, OUTPUT
RET

: 1923
: 1940
: 1942
: 1943
: 1948
: 1953
: 1957

; Routine Size: 109 bytes, Routine Base: _LIB\$CODE + 0468

; 1716 1958 1 !<BLF/PAGE>


```
: 1718 1959 1 %SBTTL 'SCR$PUT_LINE - Put Text to Screen in Line Mode'
: 1719 1960 1 GLOBAL ROUTINE SCR$PUT_LINE (
: 1720 1961 1     TEXT      : REF BLOCK [,BYTE],
: 1721 1962 1     LINE_ADV,
: 1722 1963 1     FLAGS
: 1723 1964 1 ) =
: 1724 1965 1 ++
: 1725 1966 1 FUNCTIONAL DESCRIPTION:
: 1726 1967 1
: 1727 1968 1     This routine is used to write messages to the terminal
: 1728 1969 1     followed by cursor movement sequences.
: 1729 1970 1
: 1730 1971 1 CALLING SEQUENCE:
: 1731 1972 1
: 1732 1973 1     ret_status.wlc.v = SCR$PUT_LINE (TEXT.rt.dx
: 1733 1974 1     [,LINE_ADV.rl.v,
: 1734 1975 1     [,FLAGS.rl.v])
: 1735 1976 1
: 1736 1977 1 FORMAL PARAMETERS:
: 1737 1978 1
: 1738 1979 1     TEXT.rt.dx      Address of descriptor of output string.
: 1739 1980 1
: 1740 1981 1     LINE_ADV.rl.v   Optional. Signed number of lines to advance
: 1741 1982 1     after output.
: 1742 1983 1
: 1743 1984 1     FLAGS.rl.v     Optional. Rendition codes.
: 1744 1985 1     If omitted, SCR$M_NORMAL will be used.
: 1745 1986 1     Values:
: 1746 1987 1         SCR$M_BLINK  display characters blinking.
: 1747 1988 1         SCR$M_BOLD   display characters in
: 1748 1989 1                     higher-than-normal intensity.
: 1749 1990 1         SCR$M_NORMAL display characters using
: 1750 1991 1                     rendition associated with
: 1751 1992 1                     window.
: 1752 1993 1         SCR$M_REVERSE display characters in reverse
: 1753 1994 1                     video -- i.e., using opposite
: 1754 1995 1                     rendition from window default.
: 1755 1996 1         SCR$M_UNDERLINE display characters underlined.
: 1756 1997 1
: 1757 1998 1 IMPLICIT INPUTS:
: 1758 1999 1
: 1759 2000 1     NONE
: 1760 2001 1
: 1761 2002 1 IMPLICIT OUTPUTS:
: 1762 2003 1
: 1763 2004 1     NONE
: 1764 2005 1
: 1765 2006 1 COMPLETION STATUS:
: 1766 2007 1
: 1767 2008 1     SS$_NORMAL      Normal successful completion
: 1768 2009 1
: 1769 2010 1 SIDE EFFECTS:
: 1770 2011 1
: 1771 2012 1     NONE
: 1772 2013 1 --
: 1773 2014 1
: 1774 2015 2 BEGIN
```



```
: 1775      2016 2
: 1776      2017 2
: 1777      2018 2
: 1778      2019 2
: 1779      2020 2
: 1780      2021 2
: 1781      2022 2
: 1782      2023 2
: 1783      2024 2
: 1784      2025 2
: 1785      2026 2
: 1786      2027 2
: 1787      2028 2
: 1788      2029 2
: 1789      2030 2
: 1790      2031 2
: 1791      2032 2
: 1792      2033 2
: 1793      2034 2
: 1794      2035 2
: 1795      2036 2
: 1796      2037 2
: 1797      2038 2
: 1798      2039 2
: 1799      2040 2
: 1800      2041 2
: 1801      2042 2
: 1802      2043 2
: 1803      2044 2
: 1804      2045 2
: 1805      2046 2
: 1806      2047 2
: 1807      2048 2
: 1808      2049 2
: 1809      2050 2
: 1810      2051 2
: 1811      2052 2
: 1812      2053 2
: 1813      2054 2
: 1814      2055 2
: 1815      2056 2
: 1816      2057 2
: 1817      2058 2
: 1818      2059 2
: 1819      2060 2
: 1820      2061 2
: 1821      2062 2
: 1822      2063 2
: 1823      2064 2
: 1824      2065 2
: 1825      2066 2
: 1826      2067 2
: 1827      2068 2
: 1828      2069 2
: 1829      2070 2
: 1830      2071 2
: 1831      2072 2

      BUILTIN
      ACTUALCOUNT;

      MACRO
        VT05_CR = %STRING (%CHAR (CR))%,
        VT52_CR = %STRING (%CHAR (CR))%,
        VT100_CR = %STRING (%CHAR (CR))%;

      LITERAL
        K_LINE_ARG = 2,          ! line_adv is arg 2 if present
        K_MAX_ARGS = 3;         ! 3 args if all present

      LOCAL
        TERM_TYPE,              ! either type or devtyp from TCB
        STATUS,                  ! status ret'd from called routine
        TCB,                     ! ptr to terminal control block
        TMP_LINE_ADV,            ! temp loc for line advance
        TMP_FLAGS;               ! temp loc for rendition flags

      MAP
        TCB : REF BLOCK [,BYTE];

      !+
      ! Save the terminal type from the Terminal Control Block based on
      ! whether this is a DEC terminal or foreign terminal.
      !-

      STATUS = SCR$$GET_TYPE_R3 (SCR$C_PUT_LINE; TCB, TERM_TYPE);
      ! get current TCB
      IF NOT .STATUS OR .TCB [SCR$B_TYPE] EQL VTForeign
      THEN RETURN (.STATUS);

      !+
      ! Validate the number of arguments passed.
      !-

      IF ACTUALCOUNT () EQL 0 OR
        ACTUALCOUNT () GTRU K_MAX_ARGS
      THEN
        RETURN (LIB$WRONUMARG);

      IF ACTUALCOUNT () LSS K_MAX_ARGS
      THEN
        TMP_FLAGS = SCR$M_NORMAL      ! 3rd arg omitted - use default
      ELSE
        TMP_FLAGS = .FLAGS;           ! use caller's rendition codes

      IF ACTUALCOUNT () LSS K_LINE_ARG
      THEN
        TMP_LINE_ADV = 1              ! 2nd arg omitted - use default
      ELSE
        TMP_LINE_ADV = .LINE_ADV;     ! use caller's lines to advance

      !+
      ! Call SCR$PUT_SCREEN to output the text and then call SCR$UP_SCROLL
      ! or SCR$DOWN_SCROLL to position it.
```



```

: 1832 2073 2  !-
: 1833 2074 2
: 1834 2075 2 STATUS = SCR$PUT_SCREEN (.TEXT, 0, 0, .TMP_FLAGS);
: 1835 2076 2 IF NOT .STATUS THEN RETURN (.STATUS);
: 1836 2077 2
: 1837 2078 2 IF .TMP_LINE_ADV LSS 0
: 1838 2079 2 THEN
: 1839 2080 2 BEGIN
: 1840 2081 2 INCR COUNTER FROM 1 TO (-.TMP_LINE_ADV) DO
: 1841 2082 2 BEGIN
: 1842 2083 2 STATUS = SCR$DOWN_SCROLL ();
: 1843 2084 2 IF NOT .STATUS THEN RETURN (.STATUS);
: 1844 2085 2 END;
: 1845 2086 2 END ! negative line adv - down scroll
: 1846 2087 2 ELSE
: 1847 2088 2 BEGIN
: 1848 2089 2 INCR COUNTER FROM 1 TO .TMP_LINE_ADV DO
: 1849 2090 2 BEGIN
: 1850 2091 2 STATUS = SCR$UP_SCROLL ();
: 1851 2092 2 IF NOT .STATUS THEN RETURN (.STATUS);
: 1852 2093 2 END;
: 1853 2094 2 END; ! positive line adv - scroll up
: 1854 2095 2
: 1855 2096 2 TCB [SCR$L_COLUMN] = 1; ! reset cursor to col 1
: 1856 2097 2
: 1857 2098 2 !+
: 1858 2099 2 ! Determine if a <CR> should be output.
: 1859 2100 2 !-
: 1860 2101 2
: 1861 2102 2 IF .TERM_TYPE NEQ 0 OR ! known terminal
: 1862 2103 2 .TCB [SCR$L_BUFFER] EQL 0 ! buffering not enabled
: 1863 2104 2 THEN
: 1864 2105 2 BEGIN ! <CR> needed
: 1865 2106 2 LOCAL
: 1866 2107 2 BUFFER : BLOCK [8, BYTE]; ! buffer dsc for OUTPUT
: 1867 2108 2
: 1868 2109 2 BUFFER [DSC$B_DTYPE] = DSC$K_DTYPE_T;
: 1869 2110 2 BUFFER [DSC$B_CLASS] = DSC$K_CLASS_S;
: 1870 2111 2 BUFFER [DSC$W_LENGTH] = 1;
: 1871 2112 2
: 1872 2113 2 CASE .TERM_TYPE FROM UNKNOWN TO VT100 OF
: 1873 2114 2 SET
: 1874 2115 2 [UNKNOWN]:
: 1875 2116 2 BEGIN
: 1876 2117 2 BUFFER [DSC$W_LENGTH] = 0;
: 1877 2118 2 BUFFER [DSC$A_POINTER] = 0;
: 1878 2119 2 END;
: 1879 2120 2
: 1880 2121 2 [VT05]:
: 1881 2122 2 BUFFER [DSC$A_POINTER] = UPLIT (BYTE (VT05_CR));
: 1882 2123 2
: 1883 2124 2 [VT52]:
: 1884 2125 2 BUFFER [DSC$A_POINTER] = UPLIT (BYTE (VT52_CR));
: 1885 2126 2
: 1886 2127 2 [VT100]:
: 1887 2128 2 BUFFER [DSC$A_POINTER] = UPLIT (BYTE (VT100_CR));
: 1888 2129 2
```



```
: 1889      2130      3
: 1890      2131      3
: 1891      2132      3
: 1892      2133      3
: 1893      2134      3
: 1894      2135      3
: 1895      2136      3
: 1896      2137      3
: 1897      2138      3
: 1898      2139      3
: 1899      2140      3
: 1900      2141      1

      [INRANGE,OUTRANGE]:
      RETURN 0;                      ! should never get here

      TES;

      STATUS = OUTPUT (.TCB, BUFFER); ! output a <CR>
      IF NOT .STATUS THEN RETURN (.STATUS);
      END;

      RETURN (SS$_NORMAL);
      END;                          ! End of routine SCR$PUT_LINE
```

```
      OD 004D5 .BLKB 3
      OD 004D8 P.AAJ: .ASCII <13>
      OD 004D9 .BLKB 3
      OD 004DC P.AAK: .ASCII <13>
      OD 004DD .BLKB 3
      OD 004E0 P.AAL: .ASCII <13>

      57 FD73 CF 9E 00000 .ENTRY SCR$PUT LINE, Save R2,R3,R4,R5,R6,R7 : 1960
      5E 08 C2 00007 MOVAB SCR$DOWN_SCROLL, R7
      50 07 D0 0000A SUBL2 #8, SP
      0000V 30 0000D MOVL #7, R0 : 2044
      54 51 D0 00010 BSBW SCR$$GET_TYPE_R3
      5F 50 E9 00013 MOVL R1, R4
      04 0A A4 91 00016 BLBC STATUS, 12$ : 2046
      01 12 0001A CMPB 10(TCB), #4
      04 04 0001C BNEQ 1$
      6C 95 0001D 1$: TSTB (AP) : 2053
      05 13 0001F BEQL 2$
      03 6C 91 00021 CMPB (AP), #3 : 2054
      08 1B 00024 BLEQU 3$
      50 00000000G 8F D0 00026 2$: MOVL #LIB$_WRONUMARG, R0 : 2056
      04 04 0002D RET
      04 1E 0002E 3$: BGEQU 4$ : 2058
      51 D4 C0030 CLRL TMP_FLAGS : 2060
      04 11 00032 BRB 5$
      51 0C AC D0 00034 4$: MOVL FLAGS, TMP_FLAGS : 2062
      02 6C 91 00038 5$: CMPB (AP), #2 : 2064
      05 1E 0003B BGEQU 6$
      53 01 D0 0003D MOVL #1, TMP_LINE_ADV : 2066
      04 11 00040 BRB 7$
      53 08 AC D0 00042 6$: MOVL LINE_ADV, TMP_LINE_ADV : 2068
      51 DD 00046 7$: PUSHL TMP_FLAGS : 2075
      7E 7C 00048 CLRQ -(SP)
      04 AC DD 0004A PUSHL TEXT
      0000V CF 04 FB 0004D CALLS #4, SCR$PUT_SCREEN
      78 50 E9 00052 BLBC STATUS, 24$ : 2076
      53 D5 00055 TSTL TMP_LINE_ADV : 2078
      13 18 00057 BGEQ 10$
      56 53 CE 00059 MNEGL TMP_LINE_ADV, R6 : 2081
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
SCR\$PUT_LINE - Put Text to Screen in Line Mode

E 3
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Blis-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 52
(18)

			55	D4	0005C	CLRL	COUNTER	:	
			06	11	0005E	BRB	9\$	:	
		67	00	FB	00060	8\$:	CALLS	#0, SCR\$DOWN_SCROLL	2083
		67	50	E9	00063	BLBC	STATUS, 24\$	:	2084
F6		55	56	F3	00066	9\$:	AOBLEQ	R6, COUNTER, 8\$	2081
			10	11	0006A	BRB	14\$	:	2078
			55	D4	0006C	10\$:	CLRL	COUNTER	2089
			08	11	0006E	BRB	13\$	:	
	0000V	CF	00	FB	00070	11\$:	CALLS	#0, SCR\$UP_SCROLL	2091
		55	50	E9	00075	12\$:	BLBC	STATUS, 24\$	2092
F4		55	53	F3	00078	13\$:	AOBLEQ	TMP_LINE_ADV, COUNTER, 11\$	2089
	28	A4	01	D0	0007C	14\$:	MOVL	#1, -40(TCB)	2096
			52	D5	00080		TSTL	TERM_TYPE	2102
			05	12	00082		BNEQ	15\$	
			04	A4	D5	00084	TSTL	4(TCB)	2103
			3E	12	00087		BNEQ	22\$	
		6E	8F	D0	00089	15\$:	MOVL	#17694721, BUFFER	2111
0021	03	00	52	CF	00090		CASEL	TERM_TYPE, #0, #3	2113
	0019	0011	000A		00094	16\$:	.WORD	17\$-16\$,-	
								18\$-16\$,-	
								19\$-16\$,-	
								20\$-16\$	
			2D	11	0009C		BRB	23\$	2132
			6E	B4	0009E	17\$:	CLRW	BUFFER	2118
			04	AE	D4	000A0	CLRL	BUFFER+4	2119
			16	11	000A3		BRB	21\$	2113
	04	AE	CF	9E	000A5	18\$:	MOVAB	P.AAJ, BUFFER+4	2123
			0E	11	000AB		BRB	21\$	
	04	AE	CF	9E	000AD	19\$:	MOVAB	P.AAK, BUFFER+4	2126
			06	11	000B3		BRB	21\$	
	04	AE	CF	9E	000B5	20\$:	MOVAB	P.AAL, BUFFER+4	2129
			8F	BB	000BB	21\$:	PUSHR	#*M<R4, SP>	2136
	0000V	CF	02	FB	000BF		CALLS	#2, OUTPUT	
		06	50	E9	000C4		BLBC	STATUS, 24\$	2137
		50	01	D0	000C7	22\$:	MOVL	#1, R0	2140
				04	000CA		RET		
			50	D4	000CB	23\$:	CLRL	R0	2141
			04		000CD	24\$:	RET		

; Routine Size: 206 bytes, Routine Base: _LIB\$CODE + 04E1

; 1901 2142 1 !<BLF/PAGE>


```
: 1903 2143 1 %SBTTL 'SCR$PUT_SCREEN - Put Text to Screen'
: 1904 2144 1 GLOBAL ROUTINE SCR$PUT_SCREEN (
: 1905 2145 1 TEXT : REF BLOCK [,BYTE],
: 1906 2146 1 LINE_NO,
: 1907 2147 1 COL_NO,
: 1908 2148 1 FLAGS
: 1909 2149 1 ) =
: 1910 2150 1 ++
: 1911 2151 1 FUNCTIONAL DESCRIPTION:
: 1912 2152 1
: 1913 2153 1 This routine is used to write messages to the terminal.
: 1914 2154 1
: 1915 2155 1 CALLING SEQUENCE:
: 1916 2156 1
: 1917 2157 1 ret_status.wlc.v = SCR$PUT_SCREEN (TEXT.rt.dx
: 1918 2158 1 [LINE_NO.rl.v,
: 1919 2159 1 COL_NO.rl.v]
: 1920 2160 1 [,FLAGS.rl.v])
: 1921 2161 1
: 1922 2162 1 FORMAL PARAMETERS:
: 1923 2163 1
: 1924 2164 1 TEXT.rt.dx Address of descriptor of output string.
: 1925 2165 1
: 1926 2166 1 LINE_NO.rl.v Optional. Line number at which to start output.
: 1927 2167 1 If omitted (=0), the current line number is
: 1928 2168 1 used.
: 1929 2169 1
: 1930 2170 1 COL_NO.rl.v Optional. Column number at which to start
: 1931 2171 1 output. If omitted (=0), the current line
: 1932 2172 1 number is used.
: 1933 2173 1
: 1934 2174 1 FLAGS.rl.v Optional. Rendition codes.
: 1935 2175 1 If omitted, SCR$M_NORMAL will be used.
: 1936 2176 1 Values:
: 1937 2177 1 SCR$M_BLINK display characters blinking.
: 1938 2178 1 SCR$M_BOLD display characters in
: 1939 2179 1 higher-than-normal intensity.
: 1940 2180 1 SCR$M_NORMAL display characters using
: 1941 2181 1 rendition associated with
: 1942 2182 1 window.
: 1943 2183 1 SCR$M_REVERSE display characters in reverse
: 1944 2184 1 video -- i.e., using opposite
: 1945 2185 1 rendition from window default.
: 1946 2186 1 SCR$M_UNDERLINE display characters underlined.
: 1947 2187 1
: 1948 2188 1 IMPLICIT INPUTS:
: 1949 2189 1
: 1950 2190 1 NONE
: 1951 2191 1
: 1952 2192 1 IMPLICIT OUTPUTS:
: 1953 2193 1
: 1954 2194 1 NONE
: 1955 2195 1
: 1956 2196 1 COMPLETION STATUS:
: 1957 2197 1
: 1958 2198 1 SS$_NORMAL Normal successful completion
: 1959 2199 1
```



```
1960 2200 1 | SIDE EFFECTS:
1961 2201 1 |
1962 2202 1 |     NONE
1963 2203 1 | --
1964 2204 1 |
1965 2205 2 |     BEGIN
1966 2206 2 |
1967 2207 2 |     BUILTIN
1968 2208 2 |         ACTUALCOUNT,
1969 2209 2 |         ACTUALPARAMETER,
1970 2210 2 |         NULLPARAMETER;
1971 2211 2 |
1972 2212 2 | +
1973 2213 2 | $SCR_APPEND
1974 2214 2 | Macro $SCR_APPEND appends the specified source string into the specified
1975 2215 2 | output buffer. It assumes that IN_POINTER points into a buffer
1976 2216 2 | BUFFER whose overall length is .TCB [SCR$L_BUFSIZ]
1977 2217 2 | It appends as much of the input string as will fit, and updates
1978 2218 2 | the buffer pointer by the number of bytes moved.
1979 2219 2 | -
1980 2220 2 | MACRO
1981 2221 2 | $SCR_APPEND ( IN_LENGTH, IN_POINTER, OUT_POINTER) =
1982 2222 2 | BEGIN
1983 2223 2 | LOCAL
1984 2224 2 |     AMT_TO_MOVE;    ! No. bytes that will fit
1985 2225 2 |
1986 2226 2 |     AMT_TO_MOVE = IN_LENGTH ;    ! Assume all will fit
1987 2227 2 |
1988 2228 2 | +
1989 2229 2 |     If space remaining is less than space needed, limit move to
1990 2230 2 |     amount that left.
1991 2231 2 | -
1992 2232 2 | IF .TCB [SCR$L_BUFSIZ] - (.OUT_POINTER - .BUFFER) ! space remaining
1993 2233 2 |     LSS IN_LENGTH                                ! space needed
1994 2234 2 | THEN
1995 2235 2 |     AMT_TO_MOVE = MAX (0, .TCB [SCR$L_BUFSIZ] - (.OUT_POINTER - .BUFFER));
1996 2236 2 |                                     ! don't allow a negative length
1997 2237 2 |
1998 2238 2 | CH$MOVE ( .AMT_TO_MOVE,    ! length
1999 2239 2 |           IN_POINTER,      ! source addr
2000 2240 2 |           .OUT_POINTER);   ! dest. addr
2001 2241 2 |
2002 2242 2 | OUT_POINTER = .OUT_POINTER + .AMT_TO_MOVE ; ! Advance pointer
2003 2243 2 | END;
2004 2244 2 | % ;    ! End of macro $SCR_APPEND
2005 2245 2 |
2006 2246 2 | LOCAL
2007 2247 2 |     TCB : REF BLOCK [, BYTE],    ! Pointer to current terminal
2008 2248 2 |                                     ! control block
2009 2249 2 |     TYPE,                          ! device type
2010 2250 2 |     STATUS,                        ! Status to return to caller
2011 2251 2 |     LOC_DE$C : BLOCK [8, BYTE];  ! Local descriptor
2012 2252 2 |
2013 2253 2 | +
2014 2254 2 | Set up pointer to current terminal control block
2015 2255 2 | -
2016 2256 2 | STATUS = SCR$GET_TYPE_R3 (SCR$C_PUT_SCREEN; TCB, TYPE) ;
```



```
2017 2257 2 IF NOT .STATUS OR .TCB [SCR$B_TYPE] EQL VTForeign
2018 2258 2 THEN RETURN (.STATUS);
2019 2259 2
2020 2260 2 !+
2021 2261 2 ! See if mapping or buffering is in effect
2022 2262 2 !-
2023 2263 2 IF .TCB [SCR$L_CHARMAP] EQL 0 OR ! If no mapping
2024 2264 2 .TCB [SCR$L_BUFFER] EQL 0 ! or no buffering
2025 2265 2 THEN
2026 2266 3 BEGIN ! No buffering or no mapping or neither
2027 2267 3
2028 2268 3 IF ACTUALCOUNT() EQL 1
2029 2269 3 THEN
2030 2270 4 BEGIN ! Only 1 arg
2031 2271 4 LOCAL
2032 2272 4 LOC_DESC : BLOCK [8, BYTE]; ! Local descriptor
2033 2273 4 !+
2034 2274 4 ! Extract length and address of callers text. If descriptor
2035 2275 4 ! has unrecognized class code, quit. Otherwise, build
2036 2276 4 ! local fixed-length descriptor to describe text string
2037 2277 4 ! to OUTPUT for outputting.
2038 2278 4 !-
2039 2279 5 IF NOT ( STATUS = LIB$ANALYZE_SDESC_R2 (!Get len. and addr
2040 2280 5 .TEXT;
2041 2281 5 LOC_DESC [DSC$W_LENGTH],
2042 2282 5 LOC_DESC [DSC$A_POINTER]))
2043 2283 4 THEN
2044 2284 4 RETURN (.STATUS );
2045 2285 4
2046 2286 4 !+
2047 2287 4 ! Complete descriptor and do output
2048 2288 4 !-
2049 2289 4 LOC_DESC [DSC$B_CLASS] = DSC$K_CLASS_S ;
2050 2290 4 LOC_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ;
2051 2291 4
2052 2292 4 STATUS = OUTPUT ( .TCB, LOC_DESC ) ;
2053 2293 4 END ! Only 1 arg
2054 2294 3 ELSE
2055 2295 4 BEGIN ! More than one arg
2056 2296 4 LOCAL
2057 2297 4 LENGTH, ! Length of callers text string
2058 2298 4 ADDR, ! Address of callers text string
2059 2299 4 BUFFER : REF BLOCK [, BYTE], ! Pointer to allocated
2060 2300 4 ! buffer
2061 2301 4 BUF_PTR, ! Pointer into BUFFER
2062 2302 4 ! as it is filled
2063 2303 4 ATTR_GIVEN; ! Flag to record
2064 2304 4 ! whether an attribute
2065 2305 4 ! setting was placed in
2066 2306 4 ! the buffer and a "turn
2067 2307 4 ! off graphic" rendition
2068 2308 4 ! needs to be inserted
2069 2309 4 ! at the end of buffer.
2070 2310 5 IF NOT (STATUS = LIB$GET_VM ( TCB [SCR$L_BUFSIZ], ! length
2071 2311 5 BUFFER)) ! returned addr
2072 2312 4 THEN
2073 2313 4 RETURN (.STATUS );
```



```
2074 2314 4
2075 2315 4      BUF_PTR = .BUFFER ; ! Initialize to front of buffer
2076 2316 4
2077 2317 4      ATTR_GIVEN = 0;      ! Assume we won't be outputting
2078 2318 4      ! attribute sequence.
2079 2319 4      IF NOT NULLPARAMETER (4)      ! FLAGS present
2080 2320 4      THEN
2081 2321 5          BEGIN      ! Flags present
2082 2322 5
2083 2323 5          CASE .TYPE FROM UNKNOWN TO VTFOREIGN OF
2084 2324 5          SET
2085 2325 5              [UNKNOWN,
2086 2326 5              VT05,
2087 2327 5              VT52,
2088 2328 5              VTFOREIGN]:
2089 2329 5              0 ;      ! Do nothing
2090 2330 5
2091 2331 5          [INRANGE, OTRANGE]:
2092 2332 5          RETURN ( LIB$_FATERRLIB ) ;
2093 2333 5
2094 2334 5          [VT100]:
2095 2335 6              BEGIN      ! VT100 processing
2096 2336 6              +
2097 2337 6              ! Make sure MBZ bits in high end of longword
2098 2338 6              ! are in fact zero.
2099 2339 6              -
2100 2340 6              IF .FLAGS<16,16> NEQ 0
2101 2341 6              THEN
2102 2342 6                  RETURN ( LIB$_INVARG); ! Undefined bits set
2103 2343 6
2104 2344 6              IF .FLAGS<0,4> NEQ 0
2105 2345 6              THEN
2106 2346 7                  BEGIN      ! Attributes set
2107 2347 7                  ATTR_GIVEN = 1 ;      ! Record that we will be
2108 2348 7                  ! outputting attribute
2109 2349 7                  ! escape sequence
2110 2350 7                  CH$WCHAR_A ( ESC, BUF_PTR ) ;
2111 2351 7                  CH$WCHAR_A ( LB, BUF_PTR ) ;
2112 2352 7                  +
2113 2353 7                  ! For each attribute bit set in the flags
2114 2354 7                  ! parameter, copy the appropriate ASCII
2115 2355 7                  ! graphic rendition byte followed by a ";"
2116 2356 7                  ! into our temporary buffer BUFFER.
2117 2357 7                  ! Note use of autoincrementing.
2118 2358 7                  -
2119 2359 7                  INCR I FROM 0 TO 3
2120 2360 7                  DO
2121 2361 8                      BEGIN      ! Build attribute string
2122 2362 8                      BIND ATTRTABL = UPLIT ( BYTE ( '1754' ) )
2123 2363 8                      : VECTOR [4, BYTE];
2124 2364 8                      IF .FLAGS<.I, 1>
2125 2365 8                      THEN
2126 2366 9                          BEGIN
2127 2367 9                          CH$WCHAR_A ( .ATTRTABL [.I],
2128 2368 9                          BUF_PTR);
2129 2369 9                          CH$WCHAR_A ( '%C';',', BUF_PTR);
2130 2370 8                      END;
```



```
2131 2371 7
2132 2372 7
2133 2373 7
2134 2374 7
2135 2375 7
2136 2376 7
2137 2377 7
2138 2378 7
2139 2379 7
2140 2380 7
2141 2381 6
2142 2382 5
2143 2383 5
2144 2384 4
2145 2385 4
2146 2386 4
2147 2387 4
2148 2388 4
2149 2389 4
2150 2390 4
2151 2391 4
2152 2392 5
2153 2393 5
2154 2394 5
2155 2395 5
2156 2396 5
2157 2397 4
2158 2398 4
2159 2399 5
2160 2400 5
2161 2401 5
2162 2402 4
2163 2403 4
2164 2404 4
2165 2405 4
2166 2406 4
2167 2407 4
2168 2408 4
2169 2409 4
2170 2410 4
2171 2411 4
2172 2412 5
2173 2413 5
2174 2414 5
2175 2415 5
2176 2416 5
2177 2417 5
2178 2418 5
2179 2419 4
2180 2420 4
2181 2421 4
2182 2422 4
2183 2423 4
2184 2424 4
2185 2425 4
2186 2426 4
2187 2427 4

      END;      ! Build attribute string
      +
      ! When we fall out of loop above we have
      ! deposited an extra ";" at the end of the
      ! buffer. Back up BUF_PTR so that deposit
      ! of VT100_SGR lands on top of it.
      BUF_PTR = .BUF_PTR - 1;
      CH$QCHAR_A ( VT100_SGR, BUF_PTR );

      END;      ! Attributes set
      END;      ! VT100 processing
      TES;
      END;      ! Flags present

      +
      ! If cursor position was specified on call,
      ! invoke SET_CURSOR to get us there.
      -
      IF NOT NULLPARAMETER (2)
      THEN
      BEGIN
      LOCAL
      RET_LEN : INITIAL (0);
      SET_CURSOR ( .TCB, .LINE_NO, .COL_NO, .BUF_PTR, RET_LEN );
      BUF_PTR = .BUF_PTR + .RET_LEN;
      END;

      IF NOT ( STATUS = LIB$ANALYZE_SDESC_R2 ( .TEXT;
      LENGTH,
      ADDR))
      THEN
      RETURN ( .STATUS );

      +
      ! Insert callers text
      -
      $SCR_APPEND ( .LENGTH, .ADDR, BUF_PTR );

      IF .ATTR_GIVEN
      THEN
      BEGIN      ! Insert VT100_OFF
      MACRO
      VT100_OFF = %STRING ( %CHAR(ESC), %CHAR(LB), '0m')%;
      $SCR_APPEND ( %CHARCOUNT ( VT100_OFF ),
      UPLIT ( BYTE ( VT100_OFF)),
      BUF_PTR );

      END;      ! Insert VT100_OFF

      +
      ! Build local descriptor referencing the intermediate buffer
      ! we've been constructing and output it.
      -
      LOC_DESC [DSC$W_LENGTH] = .BUF_PTR - .BUFFER;
      LOC_DESC [DSC$B_CLASS] = DSC$K_CLASS_S;
      LOC_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T;
```



```
2188 2428 4      LOC_DESC [DSC$A_POINTER] = .BUFFER;
2189 2429 4      STATUS = OUTPUT( .TCB, LOC_DESC );
2190 2430 4
2191 2431 4      +
2192 2432 4      | Give back buffer space we've been using
2193 2433 4      |
2194 2434 4      LIB$FREE_VM ( TCB [SCR$L_BUFSIZ], BUFFER );
2195 2435 4
2196 2436 4      END;          ! More than one arg
2197 2437 4
2198 2438 4      END          ! No buffering or no mapping or neither
2199 2439 4
2200 2440 4  ELSE
2201 2441 4
2202 2442 4      BEGIN      ! Buffering and mapping active
2203 2443 4      LOCAL
2204 2444 4          LENGTH,      ! Length of callers string
2205 2445 4          ADDR,         ! Address of callers string
2206 2446 4          INDEX,       ! Linear index into character buffer
2207 2447 4          CURR_LINE,   ! Line at which to set cursor
2208 2448 4          CURR_COL;     ! Column at which to set cursor
2209 2449 4      +
2210 2450 4      | Set up cursor arguments. Assume the ones from the TCB but
2211 2451 4      | overwrite if user has specified.
2212 2452 4      |
2213 2453 4      CURR_LINE = .TCB [SCR$L_LINE] ;
2214 2454 4      CURR_COL = .TCB [SCR$L_COLUMN] ;
2215 2455 4      IF NOT NULLPARAMETER (2) AND      ! If line_no supplied
2216 2456 4      NOT NULLPARAMETER (3)          ! and col_no supplied
2217 2457 4      THEN
2218 2458 4          BEGIN      ! User-supplied cursor position
2219 2459 4          CURR_LINE = .LINE_NO ;
2220 2460 4          CURR_COL = .COL_NO ;
2221 2461 4          +
2222 2462 4          | Reset cursor position in TCB to new values.
2223 2463 4          |
2224 2464 4          TCB [SCR$L_LINE] = .LINE_NO ;
2225 2465 4          TCB [SCR$L_COLUMN] = .COL_NO ;
2226 2466 4          END;      ! User-supplied cursor position
2227 2467 4
2228 2468 4      +
2229 2469 4      | If specified starting line is beyond the bottom of the
2230 2470 4      | screen, quit immediately, but call it a success.
2231 2471 4      |
2232 2472 4
2233 2473 4      IF .CURR_LINE GTR .TCB [SCR$W_DEVPAGESIZ]
2234 2474 4      THEN
2235 2475 4          RETURN ( SS$_NORMAL ) ;
2236 2476 4
2237 2477 4      +
2238 2478 4      | Calculate zero-based linear index into buffer
2239 2479 4      |
2240 2480 4      INDEX = (.CURR_LINE - 1) * .TCB [SCR$W_DEVWIDTH] +
2241 2481 4      (.CURR_COL - 1) ;
2242 2482 4
2243 2483 4      +
2244 2484 4      | Extract length and address of callers text string. If
```



```
2245 2485 3      ! unrecognized class of descriptor, quit.
2246 2486 3      !-
2247 2487 4      IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 ( .TEXT; LENGTH, ADDR))
2248 2488 4      THEN
2249 2489 4          RETURN ( .STATUS) ;
2250 2490 4
2251 2491 4      !+
2252 2492 4      ! If length of users text reaches beyond end of buffer, quit
2253 2493 4      !-
2254 2494 4      IF .LENGTH + .INDEX GTR .TCB [SCR$L_AREA]
2255 2495 4      THEN
2256 2496 4          RETURN ( LIB$_SCRBUFOVF );
2257 2497 4
2258 2498 4      TCB [SCR$L_COLUMN] = .TCB [SCR$L_COLUMN] + .LENGTH ; !***???***
2259 2499 4
2260 2500 4      !+
2261 2501 4      ! Move users text into mapping buffer
2262 2502 4      !-
2263 2503 4      CH$MOVE ( .LENGTH, .ADDR, .TCB [SCR$L_CHARMAP] + .INDEX ) ;
2264 2504 4
2265 2505 4      !+
2266 2506 4      ! Check for attributes for this text and set up our attribute
2267 2507 4      ! mask.
2268 2508 4      !-
2269 2509 4
2270 2510 4      TCB [SCR$L_ATTRMASK] = .TCB [SCR$L_ATTRMASK] OR
2271 2511 4          (IF ACTUALCOUNT ( ) EQL 4 ! flag arg passed
2272 2512 4          THEN
2273 2513 4              (NOT (.TCB [SCR$L_DEVCHAR])) AND .FLAGS
2274 2514 4          ELSE
2275 2515 4              SCR$_NORMAL);
2276 2516 4
2277 2517 4      !+
2278 2518 4      ! If any attributes turned on, fill them into the attribute map
2279 2519 4      !-
2280 2520 4      IF .TCB [SCR$L_ATTRMASK] NEQ 0
2281 2521 4      THEN
2282 2522 4          CH$FILL ( (IF ACTUALCOUNT ( ) EQL 4
2283 2523 4              THEN .FLAGS
2284 2524 4              ELSE SCR$_NORMAL),
2285 2525 4              .LENGTH,
2286 2526 4              .TCB [SCR$L_ATTRMAP] + .INDEX) ;
2287 2527 4          ! Fill char
2288 2528 4          ! No. of bytes
2289 2529 4          ! Dest. address
2290 2530 4      STATUS = SS$_NORMAL ;
2291 2531 4      END;      ! Buffering and mapping active
2292 2532 4      RETURN (SS$_NORMAL);
2293 2533 4      END;      ! End of routine SCR$PUT_SCREEN
```

```
34 35 37 31 005AF .BLKB 1
6D 30 5B 1B 005B0 P.AAM: .ASCII \1754\
005B4 P.AAN: .ASCII <27>\[0m\
ATTRTABL= P.AAM
```


			OFFC	00000	.ENTRY	SCR\$PUT_SCREEN, Save R2,R3,R4,R5,R6,R7,R8,-	
						R9,R10,R11	2144
						#24, SP	
5E			18	C2 00002	SUBL2		
			50	D4 00005	CLRL	R0	2256
			0000V	30 00007	BSBW	SCR\$\$GET_TYPE_R3	
59			50	D0 0000A	MOVL	R0, STATUS	
57			51	D0 0000D	MOVL	R1, R7	
54			52	D0 00010	MOVL	R2, R4	
06			59	E9 00013	BLBC	STATUS, 1\$	2257
04			A7	91 00016	CMPB	10(TCB), #4	
			03	12 0001A	BNEQ	2\$	
			01A1	31 0001C 1\$:	BRW	20\$	
			18	A7 D5 0001F 2\$:	TSTL	24(TCB)	2263
			08	13 00022	BEQL	3\$	
			04	A7 D5 00024	TSTL	4(TCB)	2264
			03	13 00027	BEQL	3\$	
			014A	31 00029	BRW	18\$	
01			6C	91 0002C 3\$:	CMPB	(AP), #1	2268
			2E	12 0002F	BNEQ	4\$	
50			04	AC D0 00031	MOVL	TEXT, R0	2281
			00000000G	00 16 00035	JSB	LIB\$ANALYZE_SDESC_R2	
59			50	D0 0003B	MOVL	R0, STATUS	
08	AE		51	B0 0003E	MOVW	R1, LOC_DESC	
0C	AE		52	D0 00042	MOVL	R2, LOC_DESC+4	2282
	D3		59	E9 00046	BLBC	STATUS, 1\$	2281
0A	AE		010E	8F B0 00049	MOVW	#270, LOC_DESC+2	2290
			08	AE 9F 0004F	PUSHAB	LOC_DESC	2292
			57	DD 00052	PUSHL	TCB	
0000V	CF		02	FB 00054	CALLS	#2, OUTPUT	
59			50	D0 00059	MOVL	R0, STATUS	
			01AE	31 0005C	BRW	28\$	2268
			04	AE 9F 0005F 4\$:	PUSHAB	BUFFER	2310
			4C	A7 9F 00062	PUSHAB	76(TCB)	
00000000G	00		02	FB 00065	CALLS	#2, LIB\$GET_VM	
59			50	D0 0006C	MOVL	R0, STATUS	
AA			59	E9 0006F	BLBC	STATUS, 1\$	
5A			04	AE D0 00072	MOVL	BUFFER, R10	2315
56			5A	D0 00076	MOVL	R10, BUF_PTR	
			5B	D4 00079	CLRL	ATTR_GIVEN	2317
04			6C	91 0007B	CMPB	(AP), #4	2319
			50	1F 0007E	BLSSU	10\$	
			10	AC D5 00080	TSTL	16(AP)	
			4B	13 00083	BEQL	10\$	
			54	CF 00085	CASEL	TYPE, #0, #4	2323
0012	04	00	0047	00089 5\$:	.WORD	10\$-5\$,-	
	0047		0047	00091		10\$-5\$,-	
						10\$-5\$,-	
						6\$-5\$,-	
						10\$-5\$	
						#LIB\$_FATERRLIB, R0	2332
50	00000000G	8F	D0 00093	MOVL			
		04	0009A	RET			
		12	AC B5 0009B 6\$:	TSTW	FLAGS+2		2340
		08	13 0009E	BEQL	7\$		
50	00000000G	8F	D0 000A0	MOVL	#LIB\$_INVARG, R0		2342
		04	000A7	RET			

		0F	10	AC	93	000A8	7\$:	BITB	FLAGS, #15	:	2344
				22	13	000AC		BEQL	10\$	:	
		5B		01	D0	000AE		MOVL	#1, ATTR_GIVEN	:	2347
		86	5B1B	8F	B0	000B1		MOVW	#23323, (BUF_PTR)+	:	2350
				50	D4	000B6		CLRL	I	:	2359
09	10	AC		50	E1	000B8	8\$:	BBC	I, FLAGS, 9\$	:	2364
		86	FF36	CF	40	90	000BD	MOVB	ATTRTABL[I], (BUF_PTR)+	:	2368
		86		3B	90	000C3		MOVB	#59, (BUF_PTR)+	:	2369
EE		50		03	F3	000C6	9\$:	AOBLEQ	#3, I, 8\$	:	2359
		76	6D	8F	90	000CA		MOVB	#109, -(BUF_PTR)	:	2379
				56	D6	000CE		INCL	BUF_PTR	:	
		02		6C	91	000D0	10\$:	CMPB	(APT), #2	:	2390
				19	1F	000D3		BLSSU	11\$	:	
			08	AC	D5	000D5		TSTL	8(AP)	:	
				14	13	000D8		BEQL	11\$	:	
				6E	D4	000DA		CLRL	RET_LEN	:	2392
			4040	8F	BB	000DC		PUSHR	#*MZR6, SP>	:	2395
		7E	08	AC	7D	000E0		MOVQ	LINE_NO, -(SP)	:	
				57	DD	000E4		PUSHL	TCB	:	
0000V		CF		05	FB	000E6		CALLS	#5, SET_CURSOR	:	
		56		6E	C0	000EB		ADDL2	RET_LEN, BUF_PTR	:	2396
		50	04	AC	D0	000EE	11\$:	MOVL	TEXT, R0	:	2399
			00000000G	00	16	000F2		JSB	LIB\$ANALYZE_SDESC_R2	:	
		59		50	D0	000F8		MOVL	R0, STATUS	:	
		03		59	E8	000FB		BLBS	STATUS, 12\$	:	
				00BF	31	000FE		BRW	20\$	:	
		58		51	D0	00101	12\$:	MOVL	LENGTH, AMT TO MOVE	:	2408
50		5A		56	C3	00104		SUBL3	BUF_PTR, R10, R0	:	
		50	4C	A7	C0	00108		ADDL2	76(TCB), R0	:	
		51		50	D1	0010C		CMPL	R0, LENGTH	:	
				09	18	0010F		BGEQ	14\$	:	
				50	D5	00111		TSTL	R0	:	
				02	18	00113		BGEQ	13\$	:	
				50	D4	00115		CLRL	R0	:	
		58		50	D0	00117	13\$:	MOVL	R0, AMT TO MOVE	:	
66		62		58	28	0011A	14\$:	MOVC3	AMT TO MOVE, (ADDR), (BUF_PTR)	:	
		56		58	C0	0011E		ADDL2	AMT TO MOVE, BUF_PTR	:	
		26		5B	E9	00121		BLBC	ATTR_GIVEN, 17\$	:	2410
		58		04	D0	00124		MOVL	#4, AMT TO MOVE	:	2417
50		56		5A	C3	00127		SUBL3	R10, BUF_PTR, R0	:	
		51	04	A0	9E	0012B		MOVAB	4(R0), R1	:	
		51	4C	A7	D1	0012F		CMPL	76(TCB), R1	:	
				0C	18	00133		BGEQ	16\$	:	
51	4C	A7		50	C3	00135		SUBL3	R0, 76(TCB), R1	:	
				02	18	0013A		BGEQ	15\$	:	
				51	D4	0013C		CLRL	R1	:	
		58		51	D0	0013E	15\$:	MOVL	R1, AMT TO MOVE	:	
66	FEB6	CF		58	28	00141	16\$:	MOVC3	AMT TO MOVE, P.AAN, (BUF_PTR)	:	
		56		58	C0	00147		ADDL2	AMT TO MOVE, BUF_PTR	:	
10	AE	56		5A	A3	0014A	17\$:	SUBW3	R10, BUF_PTR, LOC_DESC	:	2425
		12	AE	8F	B0	0014F		MOVW	#270, LOC_DESC+2	:	2427
		14	AE	5A	D0	00155		MOVL	R10, LOC_DESC+4	:	2428
				AE	9F	00159		PUSHAB	LOC_DESC	:	2429
			10	57	DD	0015C		PUSHL	TCB	:	
		0000V	CF	02	FR	0015E		CALLS	#2, OUTPUT	:	
				50	D0	00163		MOVL	R0, STATUS	:	
				AE	9F	00166		PUSHAB	BUFFER	:	2434

				00000000G	00	4C	A7	9F	00169	PUSHAB	76(TCB)		
					50		02	FB	0016C	CALLS	#2, LIB\$FREE_VM		
					02	24	0097	31	00173	BRW	28\$		2263
							A7	7D	00176	18\$: MOVQ	36(TCB), CURR_LINE		2453
							6C	91	0017A	CMPB	(AP), #2		2455
							18	1F	0017D	BLSSU	19\$		
						08	AC	D5	0017F	TSTL	8(AP)		
					03		13	13	00182	BEQL	19\$		
							6C	91	00184	CMPB	(AP), #3		2456
							0E	1F	00187	BLSSU	19\$		
						0C	AC	D5	00189	TSTL	12(AP)		
					50		09	13	0018C	BEQL	19\$		
					A7	08	AC	7D	0018E	MOVQ	LINE_NO, CURR_LINE		2459
					10	08	AC	7D	00192	MOVQ	LINE_NO, 36(TCB)		2464
50	0E	A7	24				00	ED	00197	19\$: CMPZV	#0, #16, 14(TCB), CURR_LINE		2473
							6E	19	0019D	BLSS	28\$		
							50	D7	0019F	DECL	R0		2480
					52	0C	A7	3C	001A1	MOVZWL	12(TCB), R2		
					50		52	C4	001A5	MULL2	R2, R0		
					56	FF	A140	9E	001A8	MOVAB	-1(CURR_COL)[R0], INDEX		
					50	04	AC	D0	001AD	MOVL	TEXT, R0		2487
						00000000G	00	16	001B1	JSB	LIB\$ANALYZE_SDESC_R2		
					59		50	D0	001B7	MOVL	R0, STATUS		
					58		51	D0	001BA	MOVL	R1, R8		
					04		59	E8	001BD	BLBS	STATUS, 21\$		
					50		59	D0	001C0	20\$: MOVL	STATUS, R0		2489
								04	001C3	RET			
	51				58		56	C1	001C4	21\$: ADDL3	INDEX, LENGTH, R1		2494
			14		A7		51	D1	001C8	CMPL	R1, 20(TCB)		
							08	15	001CC	BLEQ	22\$		
					50	00000000G	8F	D0	001CE	MOVL	#LIB\$_SCRBUFOVF, R0		2496
								04	001D5	RET			
					28		58	C0	001D6	22\$: ADDL2	LENGTH, 40(TCB)		2499
					62		58	28	001DA	MOVC3	LENGTH, (ADDR), @24(TCB)[INDEX]		2504
	18	B746			04		6C	91	001E0	CMPB	(AP), #4		2512
							08	12	001E3	BNEQ	23\$		
					50	10	AC	10	A7	CB	001E5		2514
							02	11	001EB	BICL3	16(TCB), FLAGS, R0		
							50	D4	001ED	23\$: BRB	24\$		2512
					2C		50	C8	001EF	24\$: CLRL	R0		
							15	13	001F3	BISL2	R0, 44(TCB)		
					04		6C	91	001F5	BEQL	27\$		2521
							06	12	001F8	CMPB	(AP), #4		2523
					50	10	AC	D0	001FA	BNEQ	25\$		
							02	11	001FE	MOVL	FLAGS, R0		2524
							50	D4	00200	BRB	26\$		
58					6E		00	2C	00202	25\$: CLRL	R0		2523
						1C	B746		00207	26\$: MOVC5	#0, (SP), R0, LENGTH, @28(TCB)[INDEX]		2527
					59		01	D0	0020A	27\$: MOVL	#1, STATUS		2529
					50		01	D0	0020D	28\$: MOVL	#1, R0		2532
							04	00210	RET				2533

; Routine Size: 529 bytes, Routine Base: _LIB\$CODE + 05B8

; 2294 2534 1 !<BLF/PAGE>


```
2296 2535 1 %SBTTL 'SCR$SET_BUFFER - Set/Clear Buffer Mode'
2297 2536 1 GLOBAL ROUTINE SCR$SET_BUFFER (
2298 2537 1     BUFFER      : REF BLOCK [, BYTE],
2299 2538 1     OLD_BUFFER  : REF VECTOR [, LONG],
2300 2539 1 ) =
2301 2540 1 ++
2302 2541 1 FUNCTIONAL DESCRIPTION:
2303 2542 1
2304 2543 1     This routine is called to establish a buffer to be used to hold
2305 2544 1     terminal output rather than immediately writing the output to
2306 2545 1     SYS$OUTPUT. It is also called to turn off the buffering mode.
2307 2546 1     The buffer address is established such that all screen output
2308 2547 1     is appended to the end of the buffer.
2309 2548 1
2310 2549 1 CALLING SEQUENCE:
2311 2550 1
2312 2551 1     ret_status.wlc.v = SCR$SET_BUFFER (BUFFER.mt.dx
2313 2552 1                                     [, OLD_BUFFER.wl.r])
2314 2553 1
2315 2554 1 FORMAL PARAMETERS:
2316 2555 1
2317 2556 1     BUFFER.mt.dx    Address of descriptor of buffer. If 0,
2318 2557 1                     buffering mode is turned off.
2319 2558 1
2320 2559 1     OLD_BUFFER.wl.r Optional. Address of the location which will
2321 2560 1                     contain the address of the previous buffer.
2322 2561 1
2323 2562 1 IMPLICIT INPUTS:
2324 2563 1
2325 2564 1     NONE
2326 2565 1
2327 2566 1 IMPLICIT OUTPUTS:
2328 2567 1
2329 2568 1     NONE
2330 2569 1
2331 2570 1 COMPLETION STATUS:
2332 2571 1
2333 2572 1     SS$_NORMAL      Normal successful completion
2334 2573 1
2335 2574 1 SIDE EFFECTS:
2336 2575 1
2337 2576 1     NONE
2338 2577 1 --
2339 2578 1
2340 2579 2 BEGIN
2341 2580 2
2342 2581 2 BUILTIN
2343 2582 2     ACTUALCOUNT,
2344 2583 2     ACTUALPARAMETER,
2345 2584 2     NULLPARAMETER;
2346 2585 2
2347 2586 2 LOCAL
2348 2587 2     TCB : REF BLOCK [, BYTE],
2349 2588 2
2350 2589 2     TERM TYPE,
2351 2590 2     STATUS;
2352 2591 2
```

! Pointer to current terminal
! control block.
! dummy parameter - device type


```
: 2353 2592 2 LITERAL
: 2354 2593 2 K_MAX_ARGS = 2; ! # of args if all present
: 2355 2594 2
: 2356 2595 2 !+
: 2357 2596 2 ! Get current device type and set up our pointer to the terminal
: 2358 2597 2 ! control block.
: 2359 2598 2 !-
: 2360 2599 2 STATUS = SCR$$GET_TYPE_R3 (-1; TCB, TERM_TYPE) ;
: 2361 2600 2 ! -1 request - foreign terminal handler
: 2362 2601 2 ! doesn't do the action
: 2363 2602 2 IF NOT .STATUS THEN RETURN (.STATUS);
: 2364 2603 2
: 2365 2604 2 !+
: 2366 2605 2 ! If no arguments provided, error.
: 2367 2606 2 !-
: 2368 2607 2 IF ACTUALCOUNT () LEQ 0 OR
: 2369 2608 2 ACTUALCOUNT () GTR K_MAX_ARGS
: 2370 2609 2 THEN
: 2371 2610 2 RETURN ( LIB$_INVARG ) ; ! *** Should be LIB$_WRONUMARG
: 2372 2611 2
: 2373 2612 2 !+
: 2374 2613 2 ! If 2nd parameter supplied, return current buffer address from TCB
: 2375 2614 2 ! before changing it.
: 2376 2615 2 !-
: 2377 2616 2 IF NOT NULLPARAMETER (2)
: 2378 2617 2 THEN
: 2379 2618 2 OLD_BUFFER [0] = .TCB [SCR$L_BUFFER] ;
: 2380 2619 2
: 2381 2620 2 !+
: 2382 2621 2 ! See if a new buffer address is being provided, or whether caller is
: 2383 2622 2 ! just cancelling buffering.
: 2384 2623 2 !-
: 2385 2624 2 IF NOT NULLPARAMETER (1)
: 2386 2625 2 THEN
: 2387 2626 2 BEGIN ! New buffer descriptor address provided
: 2388 2627 2 LOCAL
: 2389 2628 2 STATUS, ! Error status to return to caller if need be
: 2390 2629 2 LENGTH : WORD, ! Length of buffer provided by caller
: 2391 2630 2 ADDR : REF VECTOR [,LONG];
: 2392 2631 2 ! Address of buffer provided by caller. We
: 2393 2632 2 ! declare it as a vector of longwords since
: 2394 2633 2 ! we need to write control information into the
: 2395 2634 2 ! 1st 3 longwords. The rest of the screen
: 2396 2635 2 ! routines think of it as a block of bytes.
: 2397 2636 2
: 2398 2637 2 IF NOT (STATUS = LIB$ANALYZE_SDESC_R2 ( .BUFFER; LENGTH, ADDR ))
: 2399 2638 2 THEN
: 2400 2639 2 RETURN (.STATUS) ; ! Bad descriptor class
: 2401 2640 2
: 2402 2641 2 !+
: 2403 2642 2 ! Length of buffer provided must be greater than 12 bytes or
: 2404 2643 2 ! we can't really use it since we use the 1st 12 bytes to
: 2405 2644 2 ! store control information.
: 2406 2645 2 !-
: 2407 2646 2 IF .LENGTH LEQ 12
: 2408 2647 2 THEN
: 2409 2648 2 RETURN ( LIB$_SCRBUFOVF ) ;
```



```
2410 2649 3
2411 2650
2412 2651
2413 2652
2414 2653
2415 2654
2416 2655
2417 2656
2418 2657
2419 2658
2420 2659
2421 2660
2422 2661
2423 2662
2424 2663
2425 2664
2426 2665
2427 2666
2428 2667
2429 2668 1

+ Initialize control information at top of buffer provided.
-
ADDR [0] = 0 ; ! Used length set to zero
ADDR [1] = ADDR [3] ; ! Address of start of usable buffer area
! beyond control information
ADDR [2] = .LENGTH - 12 ; ! Adjust length of remaining
! buffer
TCB [SCR$L_BUFFER] = ADDR [0] ; ! Address of new buffer
TCB [SCR$L_BUFSIZE] = .ADDR [2] ; ! Save size of buffer used
END ! New buffer descriptor address provided
ELSE
BEGIN ! Cancel buffering
TCB [SCR$L_BUFFER] = 0 ;
TCB [SCR$L_BUFSIZE] = BUFSIZE;
END; ! Cancel buffering

RETURN (SS$_NORMAL);
END; ! End of routine SCR$SET_BUFFER
```

50	001C	00000	.ENTRY	SCR\$SET_BUFFER, Save R2,R3,R4	2536
	01	CE	MNEGL	#1, R0	2599
	0000V	30	BSBW	SCR\$GET_TYPE_R3	
54	51	D0	MOVL	R1, R4	
66	50	E9	BLBC	STATUS, 7\$	2602
	6C	95	TSTB	(AP)	2607
	05	13	BEQL	1\$	
02	6C	91	CMPB	(AP), #2	2608
	08	1B	BLEQU	2\$	
50	00000000G	8F	MOVL	#LIB\$_INVARG, R0	2610
		04	RET		
	0A	1F	BLSSU	3\$	2616
	08	AC	TSTL	8(AP)	
	05	13	BEQL	3\$	
08	BC	04	MOVL	4(TCB), @OLD_BUFFER	2618
	6C	95	TSTB	(AP)	2624
	39	13	BEQL	5\$	
	04	AC	TSTL	4(AP)	
	34	13	BEQL	5\$	
50	04	AC	MOVL	BUFFER, R0	2637
	00000000G	00	JSB	LIB\$ANALYZE_SDESC_R2	
33	50	E9	BLBC	STATUS, 7\$	
0C	51	B1	CMPW	LENGTH, #12	2646
	08	1A	BGTRU	4\$	
50	00000000G	8F	MOVL	#LIB\$_SCRBUFOVF, R0	2648
		04	RET		
	62	D4	CLRL	(ADDR)	2653
04	A2	0C	MOVAB	12(R2), 4(ADDR)	2654
08	A2	51	MOVZWL	LENGTH, 8(ADDR)	2656
08	A2	0C	SUBL2	#12, 8(ADDR)	
04	A4	52	MOVL	ADDR, 4(TCB)	2658
4C	A4	08	MOVL	8(ADDR), 76(TCB)	2659

LIB\$SCREEN - Screen Management
SCR\$SET_BUFFER - Set/Clear Buffer Mode

F 4
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 BLISS-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 66
(20)

			09	11	00066		BRB	6\$
		04	A4	D4	00068	5\$:	CLRL	4(TCB)
4C	A4	0200	8F	3C	0006B		MOVZWL	#512, 76(TCB)
	50		01	D0	00071	6\$:	MOVL	#1, R0
				04	00074	7\$:	RET	

: 2624
: 2663
: 2664
: 2667
: 2668

```
; Routine Size: 117 bytes,    Routine Base: _LIB$CODE + 07C9
```

: 2430 2669 1 !<BLF/PAGE>

LIB
V04


```
: 2432 2670 1 %SBTTL 'SCR$SET_CURSOR - Set Cursor to Character Position on Screen'
: 2433 2671 1 GLOBAL ROUTINE SCR$SET_CURSOR (
: 2434 2672 1     LINE_NO : WORD,
: 2435 2673 1     COL_NO  : WORD
: 2436 2674 1 ) =
: 2437 2675 1
: 2438 2676 1 ++
: 2439 2677 1 FUNCTIONAL DESCRIPTION:
: 2440 2678 1     This routine causes the cursor to be moved to the specified
: 2441 2679 1     position.
: 2442 2680 1
: 2443 2681 1 CALLING SEQUENCE:
: 2444 2682 1
: 2445 2683 1     ret_status.wlc.v = SCR$SET_CURSOR (LINE_NO.rw.v, COL_NO.rw.v)
: 2446 2684 1
: 2447 2685 1 FORMAL PARAMETERS:
: 2448 2686 1
: 2449 2687 1     LINE_NO.rw.v    Line number.
: 2450 2688 1
: 2451 2689 1     COL_NO.rw.v     Column number.
: 2452 2690 1
: 2453 2691 1 IMPLICIT INPUTS:
: 2454 2692 1
: 2455 2693 1     NONE
: 2456 2694 1
: 2457 2695 1 IMPLICIT OUTPUTS:
: 2458 2696 1
: 2459 2697 1     NONE
: 2460 2698 1
: 2461 2699 1 COMPLETION STATUS:
: 2462 2700 1
: 2463 2701 1     $$$_NORMAL      Normal successful completion
: 2464 2702 1
: 2465 2703 1 SIDE EFFECTS:
: 2466 2704 1
: 2467 2705 1     NONE
: 2468 2706 1 --
: 2469 2707 1
: 2470 2708 2 BEGIN
: 2471 2709 2
: 2472 2710 2 LITERAL
: 2473 2711 2     K_CURSOR_SIZ = 20;                                | size for cursor seq buffer
: 2474 2712 2                                           | **** more than large enough
: 2475 2713 2                                           | **** for currently known
: 2476 2714 2                                           | **** sequences - may need
: 2477 2715 2                                           | **** to be bigger some day
: 2478 2716 2 LOCAL
: 2479 2717 2     STATUS,                                           | status ret'd by called routines
: 2480 2718 2     BUFFER : BLOCK [8, BYTE],                          | buffer dsc for OUTPUT
: 2481 2719 2     TCB : REF BLOCK [,BYTE],                             | ptr to Terminal Control Block
: 2482 2720 2     TERM_TYPE,                                       | dummy parameter - device type
: 2483 2721 2     CURSOR_BUF : VECTOR [K_CURSOR_SIZ, BYTE];! buffer for cursor sequence
: 2484 2722 2
: 2485 2723 2 STATUS = SCR$$GET_TYPE_R3 (SCR$C_SET_CURSOR; TCB, TERM_TYPE);
: 2486 2724 2     T get current TCB
: 2487 2725 2 IF NOT .STATUS OR .TCB [SCR$B_TYPE] EQL VTForeign
: 2488 2726 2 THEN RETURN (.STATUS);
```



```
2489 2727 2      !+
2490 2728 2      !- Just store new cursor position if mapping active.
2491 2729 2
2492 2730 2
2493 2731 2
2494 2732 2      TCB [SCR$L_LINE] = .LINE_NO;
2495 2733 2      TCB [SCR$L_COLUMN] = .COL_NO;
2496 2734 2
2497 2735 2      IF .TCB [SCR$L_CHARMAP] NEQ 0
2498 2736 2      THEN
2499 2737 2          RETURN (SS$_NORMAL);          ! ret if mapping active
2500 2738 2
2501 2739 2      !+
2502 2740 2      !- Put the appropriate set cursor sequence into the buffer
2503 2741 2
2504 2742 2
2505 2743 2      BUFFER = 0 ; ! Preset 1st long word to zero, its used as a current
2506 2744 2          ! length in the call below. Fill in class and dtype
2507 2745 2          ! later
2508 2746 2      BUFFER [DSC$A_POINTER] = CURSOR_BUF [0];
2509 2747 2
2510 2748 2      IF NOT (STATUS = SET_CURSOR (.TCB, .LINE_NO, .COL_NO,
2511 2749 2          .BUFFER [DSC$A_POINTER],
2512 2750 2          BUFFER [DSC$W_LENGTH]))
2513 2751 2
2514 2752 2      THEN RETURN (.STATUS);
2515 2753 2
2516 2754 2      !+
2517 2755 2      !- Output the sequence.
2518 2756 2
2519 2757 2
2520 2758 2      BUFFER [DSC$B_DTYPE] = DSC$K_DTYPE_T;
2521 2759 2      BUFFER [DSC$B_CLASS] = DSC$K_CLASS_S;
2522 2760 2
2523 2761 2      IF NOT (STATUS = OUTPUT (.TCB, BUFFER))
2524 2762 2      THEN RETURN (.STATUS);
2525 2763 2
2526 2764 2      RETURN (SS$_NORMAL);
2527 2765 2      END;          ! End of routine SCR$SET_CURSOR
```

```
001C 00000
5E      1C C2 00002
50      04 D0 00005
0000V 30 00008
54      51 D0 0000B
4A      50 E9 0000E
04      0A A4 91 00011
      44 13 00015
24 A4 04 AC 3C 00017
28 A4 08 AC 3C 0001C
      18 A4 D5 00021
      32 12 00024
      14 AE D4 00026
```

```
.ENTRY SCR$SET_CURSOR, Save R2,R3,R4
SUBL2 #28, SP
MOVL #4, R0
BSBW SCR$$GET_TYPE_R3
MOVL R1, R4
BLBC STATUS, 2$
CMPB 10(TCB), #4
BEQL 2$
MOVZWL LINE_NO, 36(TCB)
MOVZWL COL_NO, 40(TCB)
TSTL 24(TCB)
BNEQ 1$
CLRL BUFFER
```

```
2671
2723
2725
2732
2733
2735
2743
```


LIB\$SCREEN - Screen Management
SCR\$SET_CURSOR - Set Cursor to

SCR\$SET_CURSOR - Set Cursor to Character Position

16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 69
(21)

18	AE		6E	9E	00029	
		14	AE	9F	0002D	
		1C	AE	DD	00030	
	7E	08	AC	3C	00033	
	7E	04	AC	3C	00037	
			54	DD	0003B	
0000V	CF		05	FB	0003D	
	16		50	E9	00042	
16	AE	010E	8F	B0	00045	
		14	AE	9F	0004B	
			54	DD	0004E	
0000V	CF		02	FB	00050	
	03		50	E9	00055	
	50		01	D0	00058	1\$:
				04	0005B	2\$:

```

MOVAB CURSOR_BUF, BUFFER+4
PUSHAB BUFFER-
PUSHL BUFFER+4
MOVZWL COL_NO, -(SP)
MOVZWL LINE_NO, -(SP)
PUSHL TCB
CALLS #5, SET_CURSOR
BLBC STATUS, 2$
MOVW #270, BUFFER+2
PUSHAB BUFFER
PUSHL TCB
CALLS #2, OUTPUT
BLBC STATUS, 2$
MOVL #1, R0
RET

```

2746
2750

2758
2761

2764
2765

```
; 2528          2766  1  !<BLF/PAGE>
```

LIB
V04

.....


```
: 2530 2767 1 %SBTTL 'SCR$SET_SCROLL - Establish Scrolling Region'
: 2531 2768 1 GLOBAL ROUTINE SCR$SET_SCROLL (
: 2532 2769 1     START_LINE : WORD,
: 2533 2770 1     END_LINE   : WORD
: 2534 2771 1     ) =
: 2535 2772 1
: 2536 2773 1 ++
: 2537 2774 1 FUNCTIONAL DESCRIPTION:
: 2538 2775 1     This routine establishes a scrolling by setting the internal
: 2539 2776 1     scrolling region parameters.  Issues the escape sequence that
: 2540 2777 1     establishes the region and preserves the cursor position.
: 2541 2778 1
: 2542 2779 1     If this routine is called with no arguments, scrolling is turned
: 2543 2780 1     off by setting the scrolling region parameters to zeroes.
: 2544 2781 1
: 2545 2782 1 CALLING SEQUENCE:
: 2546 2783 1     ret_status.wlc.v = SCR$SET_SCROLL ([START_LINE.rw.v,
: 2547 2784 1     END_LINE.rw.v])
: 2548 2785 1
: 2549 2786 1 FORMAL PARAMETERS:
: 2550 2787 1     [START_LINE.rw.v]     Optional - First line of scrolling region.
: 2551 2788 1     [END_LINE.rw.v]      Optional - Last line of scrolling region.
: 2552 2789 1
: 2553 2790 1 IMPLICIT INPUTS:
: 2554 2791 1     NONE
: 2555 2792 1
: 2556 2793 1 IMPLICIT OUTPUTS:
: 2557 2794 1     NONE
: 2558 2795 1
: 2559 2796 1 COMPLETION STATUS:
: 2560 2797 1     SSS_NORMAL          Normal successful completion
: 2561 2798 1
: 2562 2799 1 SIDE EFFECTS:
: 2563 2800 1     NONE
: 2564 2801 1
: 2565 2802 1 --
: 2566 2803 1 BEGIN
: 2567 2804 1
: 2568 2805 1 LITERAL
: 2569 2806 1     K_ALL_ARGS = 2,
: 2570 2807 1     K_SCROLL_BUFSIZ = 25;
: 2571 2808 1
: 2572 2809 1
: 2573 2810 2
: 2574 2811 2
: 2575 2812 2
: 2576 2813 2     # args if all present
: 2577 2814 2     size of buffer to hold
: 2578 2815 2     set scroll sequence
: 2579 2816 2     **** more than large enough for
: 2580 2817 2     **** currently known sequences -
: 2581 2818 2     **** may need to be increased
: 2582 2819 2     **** later
: 2583 2820 2
: 2584 2821 2 LOCAL
: 2585 2822 2     SET_MARGINS : VECTOR [1, 8] INITIAL (
: 2586 2823 2     DSC$K_DTYPE_T ^24 + DSC$K_CLASS_S ^16 + 14,
```



```
2587      2824      2      UPLIT ( BYTE (ESC, '7', ESC, LB, '!UL;!UL',
2588      2825      2      VT100_SM, ESC, '8' ))
2589      2826      2
2590      2827      2      Dsc for VT100 seq to <save cursor>
2591      2828      2      <establish scrolling region>
2592      2829      2      <restore cursor>
2593      2830      2      STATUS,
2594      2831      2      BUFFER : BLOCK [8, BYTE],
2595      2832      2      TEMP_BUF : VECTOR [K_SCROLL_BUFSIZ, BYTE], ! buffer for set scroll seq
2596      2833      2      CVT_ARGS : VECTOR [2],
2597      2834      2      FAO_LEN : WORD,
2598      2835      2      TERM_TYPE,
2599      2836      2      TCB;
2600      2837      2
2601      2838      2      MAP
2602      2839      2      TCB : REF BLOCK [,BYTE];
2603      2840      2
2604      2841      2      BUILTIN
2605      2842      2      ACTUALCOUNT;
2606      2843      2
2607      2844      2      STATUS = SCR$$GET_TYPE_R3 (SCR$C_SET_SCROLL; TCB, TERM_TYPE);
2608      2845      2      ! get current Terminal Control Block
2609      2846      2      IF NOT .STATUS OR .TCB [SCR$B_TYPE] EQL VTFOREIGN
2610      2847      2      THEN RETURN (.STATUS);
2611      2848      2
2612      2849      2      !+
2613      2850      2      ! Determine if scrolling region should be established.
2614      2851      2      !-
2615      2852      2
2616      2853      2      IF ACTUALCOUNT () GEQU K_ALL_ARGS
2617      2854      2      THEN
2618      2855      2      TCB [SCR$V_SCROLL] = 1 ! set scrolling active if args passed
2619      2856      2      ELSE
2620      2857      2      TCB [SCR$V_SCROLL] = 0; ! scrolling inactive if no args passed
2621      2858      2
2622      2859      2      IF .TCB [SCR$L_CHARMAP] NEQ 0 OR ! mapping active
2623      2860      2      .TCB [SCR$B_TYPE] NEQU VT100 OR ! allow only VT100 terminals
2624      2861      2      .SCR$AL_DEVDEPND2 [TT2$V_DECCRT] EQL 0
2625      2862      2      ! must a a dec_crt not just VT100 style
2626      2863      2      THEN
2627      2864      2      RETURN 1;
2628      2865      2
2629      2866      2      !+
2630      2867      2      ! Point a descriptor to the buffer which will hold the set scroll
2631      2868      2      ! sequence.
2632      2869      2      !-
2633      2870      2
2634      2871      2      BUFFER [DSC$B_DTYPE] = DSC$K_DTYPE_T;
2635      2872      2      BUFFER [DSC$B_CLASS] = DSC$K_CLASS_S;
2636      2873      2      BUFFER [DSC$W_LENGTH] = K_SCROLL_BUFSIZ;
2637      2874      2      BUFFER [DSC$A_POINTER] = TEMP_BUF;
2638      2875      2
2639      2876      2      !+
2640      2877      2      ! Call $FAO to convert START_LINE and END_LINE to ASCII. Notice
2641      2878      2      ! that the buffer we just allocated is empty, so the current length
2642      2879      2      ! is 0 and the first free byte is the start address of the buffer.
2643      2880      2      !-
```


							0089A	P.AAO:	.BLKB	2
							1B 0089C		.BYTE	27
							37 0089D		.ASCII	\7\
4C	55	21	3B	4C	5B	1B 0089E			.BYTE	27, 91
					55	21 008AA			.ASCII	\!UL;!UL\
					1B	72 008A7			.BYTE	114, 27
						38 008A9			.ASCII	\8\
									.EXTRN	SYS\$FAOL, SYS\$QIOW
						001C 00000			.ENTRY	SCR\$SET_SCROLL, Save R2,R3,R4
	5E				38	C2 00002			SUBL2	#56, SP-
30	AE	OE01000E			8F	D0 00005			MOVL	#234946574, SET_MARGINS

: 2768
:
:
: 2810

34	AE	E2	AF	9E	0000D	MOVAB	P.AAO, SET_MARGINS+4	
	50		09	D0	00012	MOVL	#9, R0	2843
			0000V	30	00015	BSBW	SCR\$GET_TYPE_R3	
	54		51	D0	00018	MOVL	R1, R4	
	5D		50	E9	0001B	BLBC	STATUS, 6\$	2845
	04	0A	A4	91	0001E	CMPB	10(TCB), #4	
			01	12	00022	BNEQ	1\$	
				04	00024	RET		
	02		6C	91	00025	CMPB	(AP), #2	2852
			06	1F	00028	BLSSU	2\$	
40	A4		01	88	0002A	BISB2	#1, 64(TCB)	2854
			04	11	0002E	BRB	3\$	
40	A4		01	8A	00030	BICB2	#1, 64(TCB)	2856
		18	A4	D5	00034	TSTL	24(TCB)	2858
			7D	12	00037	BNEQ	8\$	
	03	0A	A4	91	00039	CMPB	10(TCB), #3	2859
			77	12	0003D	BNEQ	8\$	
6F 00000000G	00		05	E1	0003F	BBC	#5, SCR\$AL_DEVDEPND2+3, 8\$	2860
28	AE	010E0019	8F	D0	00047	MOVL	#17694745, -BUFFER	2872
2C	AE	0C	AE	9E	0004F	MOVAB	TEMP_BUF, BUFFER+4	2873
	02		6C	91	00054	CMPB	(AP), #2	2881
			0C	1F	00057	BLSSU	4\$	
04	AE	04	AC	3C	00059	MOVZWL	START_LINE, CVT_ARGS	2884
08	AE	08	AC	3C	0005E	MOVZWL	END_LINE, CVT_ARGS+4	2885
			03	11	00063	BRB	5\$	2881
		04	AE	7C	00065	CLRQ	CVT_ARGS	2889
		04	AE	5	00068	PUSHAB	CVT_ARGS	2894
		2C	AE	9F	0006B	PUSHAB	BUFFER	
		08	AE	9F	0006E	PUSHAB	FAO_LEN	
		3C	AE	9F	00071	PUSHAB	SET_MARGINS	
00000000G	00		04	FB	00074	CALLS	#4, SYSS\$FAOL	
	3B		50	E9	0007B	BLBC	STATUS, 9\$	2895
28	AE		6E	B0	0007E	MOVW	FAO_LEN, BUFFER	2896
		38	A4	D5	00082	TSTL	56(TCB)	2902
			22	12	00085	BNEQ	7\$	
			7E	7C	00087	CLRQ	-(SP)	2909
			7E	7C	00089	CLRQ	-(SP)	
			7E	D4	0008B	CLRL	-(SP)	
		40	AE	DD	0008D	PUSHL	BUFFER+4	
			7E	7C	00090	CLRQ	-(SP)	
			7E	D4	00092	CLRL	-(SP)	
	7E	70	8F	9A	00094	MOVZBL	#112, -(SP)	
	7E	08	A4	3C	00098	MOVZWL	8(TCB), -(SP)	
		48	A4	DD	0009C	PUSHL	72(TCB)	
00000000G	00		0C	FB	0009F	CALLS	#12, SYSS\$QIOW	
	10		50	E9	000A6	BLBC	STATUS, 9\$	2910
		28	AE	9F	000A9	PUSHAB	BUFFER	2913
			54	DD	000AC	PUSHL	TCB	
0000V	CF		02	FB	000AE	CALLS	#2, OUTPUT	
	03		50	E9	000B3	BLBC	STATUS, 9\$	2915
	50		01	D0	000B6	MOVL	#1, R0	2919
			04	000B9	9\$:	RET		2921

; Routine Size: 186 bytes, Routine Base: _LIB\$CODE + 08AA

; 2685 2922 1 !<BLF/PAGE>


```
2687 2923 1 %SBTTL 'SCR$UP_SCROLL - Up Scroll, Move Cursor Down One Line'
2688 2924 1 GLOBAL ROUTINE SCR$UP_SCROLL =
2689 2925 1 ++
2690 2926 1 FUNCTIONAL DESCRIPTION:
2691 2927 1
2692 2928 1     This routine causes the cursor to be moved down 1 line to the
2693 2929 1     same column of the following line. If the cursor was on the
2694 2930 1     bottom line to begin with, it stays where it was, but all the
2695 2931 1     information on the screen appears to move up one line. The
2696 2932 1     information that was on the top line is lost and a blank line
2697 2933 1     appears at the bottom.
2698 2934 1
2699 2935 1     If a scrolling region is active ( on a VT100 or in mapping)
2700 2936 1     then the logic above applies to the top and bottom lines of
2701 2937 1     the scrolling region rather than the top and bottom line of
2702 2938 1     the screen. If an UP_SCROLL is performed on the bottom line of
2703 2939 1     the screen, or a DOWN_SCROLL is performed on the top line of the
2704 2940 1     screen, while a scrolling region is active then no screen
2705 2941 1     movement takes place unless the top or bottom line of the screen
2706 2942 1     corresponds to the top or bottom line of the scrolling region.
2707 2943 1
2708 2944 1 CALLING SEQUENCE:
2709 2945 1
2710 2946 1     ret_status.wlc.v = SCR$UP_SCROLL ( )
2711 2947 1
2712 2948 1 FORMAL PARAMETERS:
2713 2949 1
2714 2950 1     NONE
2715 2951 1
2716 2952 1 IMPLICIT INPUTS:
2717 2953 1
2718 2954 1     NONE
2719 2955 1
2720 2956 1 IMPLICIT OUTPUTS:
2721 2957 1
2722 2958 1     NONE
2723 2959 1
2724 2960 1 COMPLETION STATUS:
2725 2961 1
2726 2962 1     $$$_NORMAL      Normal successful completion
2727 2963 1
2728 2964 1 SIDE EFFECTS:
2729 2965 1
2730 2966 1     NONE
2731 2967 1 --
2732 2968 1
2733 2969 2 BEGIN
2734 2970 2
2735 2971 2 MACRO
2736 2972 2     VT05_UPSCROLL = %STRING (%CHAR(LF), %CHAR(NULL), %CHAR(NULL), %CHAR(NULL))%, ! VT05 (w/fill)
2737 2973 2     VT52_UPSCROLL = %STRING (%CHAR(LF))%, ! VT52
2738 2974 2     VT100_UPSCROLL = %STRING (%CHAR(LF))%, ! VT100
2739 2975 2
2740 2976 2 LOCAL
2741 2977 2     STATUS, ! used for calls
2742 2978 2     TCB, ! terminal control block
2743 2979 2     UP_BUFF : BLOCK [8,BYTE], ! buffer dsc for OUTPUT
```



```
: 2744      2980      2      TERM_TYPE;                                ! terminal type
: 2745      2981
: 2746      2982      MAP
: 2747      2983          TCB : REF BLOCK [,BYTE];
: 2748      2984
: 2749      2985      STATUS = SCR$$GET_TYPE_R3 (SCR$C_UP_SCROLL; TCB, TERM_TYPE);
: 2750      2986          ! get current control block,
: 2751      2987      IF NOT .STATUS OR .TCB [SCR$B_TYPE] EQL VTFOREIGN
: 2752      2988      THEN RETURN (.STATUS);
: 2753      2989
: 2754      2990      !+
: 2755      2991      !- Update cursor position with down movement. Limit cursor to page.
: 2756      2992
: 2757      2993
: 2758      2994      TCB [SCR$L_LINE] = MIN (.TCB [SCR$L_LINE] + 1,
: 2759      2995          .TCB [SCR$W_DEVPAGSIZ]);
: 2760      2996
: 2761      2997      !+
: 2762      2998      !- Do nothing if mapping active and buffering enabled.
: 2763      2999
: 2764      3000
: 2765      3001      IF .TCB [SCR$L_CHARMAP] NEQ 0 AND
: 2766      3002      .TCB [SCR$L_BUFFER] NEQ 0
: 2767      3003      THEN
: 2768      3004          RETURN (SS$_NORMAL);
: 2769      3005
: 2770      3006      !+
: 2771      3007      !- Output scrolling sequence according to terminal type.
: 2772      3008
: 2773      3009
: 2774      3010      UP_BUFF [DSC$B_DTYPE] = DSC$K_DTYPE_T;
: 2775      3011      UP_BUFF [DSC$B_CLASS] = DSC$K_CLASS_S;
: 2776      3012
: 2777      3013      CASE .TERM_TYPE FROM UNKNOWN TO VT100 OF
: 2778      3014          SET
: 2779      3015          [UNKNOWN] :
: 2780      3016              BEGIN
: 2781      3017                  UP_BUFF [DSC$W_LENGTH] = 0;
: 2782      3018                  UP_BUFF [DSC$A_POINTER] = 0;
: 2783      3019                  END;
: 2784      3020
: 2785      3021          [VT05] :
: 2786      3022              BEGIN
: 2787      3023                  UP_BUFF [DSC$W_LENGTH] = %CHARCOUNT (VT05_UPSCROLL);
: 2788      3024                  UP_BUFF [DSC$A_POINTER] = UPLIT (BYTE (VT05_UPSCROLL));
: 2789      3025                  END;
: 2790      3026
: 2791      3027          [VT52] :
: 2792      3028              BEGIN
: 2793      3029                  UP_BUFF [DSC$W_LENGTH] = %CHARCOUNT (VT52_UPSCROLL);
: 2794      3030                  UP_BUFF [DSC$A_POINTER] = UPLIT (BYTE (VT52_UPSCROLL));
: 2795      3031                  END;
: 2796      3032
: 2797      3033          [VT100] :
: 2798      3034              BEGIN
: 2799      3035                  UP_BUFF [DSC$W_LENGTH] = %CHARCOUNT (VT100_UPSCROLL);
: 2800      3036                  UP_BUFF [DSC$A_POINTER] = UPLIT (BYTE (VT100_UPSCROLL));
```



```
; Routine Size: 118 bytes,    Routine Base: _LIB$CODE + 096D
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
SCR\$UP_SCROLL - Up Scroll, Move Cursor Down One

D 5
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 77
(23)

; 2808

3044 1 !<BLF/PAGE>


```
: 2810 3045 1 %SBTTL 'TRIMMED_LENGTH - Calc. trimmed length of string'
: 2811 3046 1 ROUTINE TRIMMED_LENGTH (
: 2812 3047 1     LENGTH : REF VECTOR [, WORD],
: 2813 3048 1     ADDR
: 2814 3049 1 ) =
: 2815 3050 1 ++
: 2816 3051 1 FUNCTIONAL DESCRIPTION:
: 2817 3052 1
: 2818 3053 1     Calculates length of specified string ignoring trailing
: 2819 3054 1     blanks.
: 2820 3055 1
: 2821 3056 1 CALLING SEQUENCE:
: 2822 3057 1
: 2823 3058 1     NEW_LENGTH.wlc.v = TRIMMED_LENGTH ( LENGTH.rw.r, ADDR.ra.r )
: 2824 3059 1
: 2825 3060 1 FORMAL PARAMETERS:
: 2826 3061 1
: 2827 3062 1     LENGTH.rw.r     Address of original length of string.
: 2828 3063 1
: 2829 3064 1     ADDR.ra.r       Address of start of string.
: 2830 3065 1
: 2831 3066 1 IMPLICIT INPUTS:
: 2832 3067 1
: 2833 3068 1     NONE
: 2834 3069 1
: 2835 3070 1 IMPLICIT OUTPUTS:
: 2836 3071 1
: 2837 3072 1     NONE
: 2838 3073 1
: 2839 3074 1 ROUTINE VALUE:
: 2840 3075 1
: 2841 3076 1     NEW_LENGTH.wl.v   Length of string ignoring trailing blanks.
: 2842 3077 1
: 2843 3078 1 SIDE EFFECTS:
: 2844 3079 1
: 2845 3080 1     NONE
: 2846 3081 1 --
: 2847 3082 1
: 2848 3083 2 BEGIN
: 2849 3084 2
: 2850 3085 2 LOCAL
: 2851 3086 2     LEN_TO_SEARCH,      ! Current length to search
: 2852 3087 2     ADDR_TO_SEARCH ;    ! Current starting position to search
: 2853 3088 2
: 2854 3089 2 !+
: 2855 3090 2 Initialize local length-to-search variable and quit immediately
: 2856 3091 2 if we're looking at a zero-length string.
: 2857 3092 2 !-
: 2858 3093 2 IF (LEN_TO_SEARCH = .LENGTH[0]) LEQU 0 THEN RETURN 0 ;
: 2859 3094 2
: 2860 3095 2 ADDR_TO_SEARCH = .ADDR ;
: 2861 3096 2
: 2862 3097 2 WHILE 1 DO
: 2863 3098 2 BEGIN
: 2864 3099 2     LOCAL
: 2865 3100 2     FIRST_BLANK_POS,      ! Addr. of 1st blank
: 2866 3101 2     NON_BLANK_POS,        ! Addr. of 1st non-blank
```



```
: 2867      3102      3      NEW_LEN;          ! New length to search
: 2868      3103
: 2869      3104
: 2870      3105      !+ Find the 1st blank in the remainder of the string. If we can't
: 2871      3106      ! string has non-blanks in all character positions between here and
: 2872      3107      ! last character position, hence its trimmed length is its original
: 2873      3108      ! length.
: 2874      3109
: 2875      3110      !- IF ( FIRST_BLANK_POS = CH$FIND_CH ( .LEN_TO_SEARCH, ! length
: 2876      3111      ! .ADDR_TO_SEARCH, ! start addr.
: 2877      3112      ! %C' ' ) ! sought
: 2878      3113      ! ) EQL 0 THEN RETURN (.LENGTH[0] );
: 2879      3114
: 2880      3115      !+
: 2881      3116      ! Calc. number of characters remaining in string including the
: 2882      3117      ! blank we just found.
: 2883      3118
: 2884      3119      NEW_LEN = .LEN_TO_SEARCH - (.FIRST_BLANK_POS - .ADDR_TO_SEARCH ) ;
: 2885      3120
: 2886      3121      !+
: 2887      3122      ! Try to find a non-blank between where we are and the end of the
: 2888      3123      ! string. If we can't, trimmed length is original length minus
: 2889      3124      ! trailing blanks. If we can, calculate a new length remaining
: 2890      3125      ! and a new starting position and repeat.
: 2891      3126
: 2892      3127      !- IF ( NON_BLANK_POS = CH$FIND_NOT_CH ( .NEW_LEN, ! length
: 2893      3128      ! .FIRST_BLANK_POS, ! addr
: 2894      3129      ! %C' ' ) ! sought
: 2895      3130      ! ) EQL 0
: 2896      3131      ! THEN
: 2897      3132      ! RETURN ( .LENGTH[0] - .NEW_LEN ) ! blanks to end
: 2898      3133      ! ELSE
: 2899      3134      ! BEGIN
: 2900      3135      ! LEN_TO_SEARCH = ! New length
: 2901      3136      ! .NEW_LEN - ( .NON_BLANK_POS - .FIRST_BLANK_POS );
: 2902      3137
: 2903      3138      ! ADDR_TO_SEARCH = .NON_BLANK_POS ; ! New start
: 2904      3139      ! END ;
: 2905      3140      ! END ;
: 2906      3141
: 2907      3142      ! RETURN ( 0 ) ; ! Never gets here -- just keeps compiler happy.
: 2908      3143
: 2909      3144      ! END;          ! End of routine TRIMMED_LENGTH
```

```
                                003C 00000 TRIMMED_LENGTH:
                                .WORD      Save R2,R3,R4,R5
55      04      BC      3C 00002      MOVZWL      @LENGTH, LEN_TO_SEARCH      : 3046
                                43      13 00006      BEQL      6$      : 3093
52      08      AC      D0 00008      MOVL      ADDR, ADDR TO SEARCH      : 3095
62      55      20      3A 0000C 1$:      LOCC      #32, LEN_TO_SEARCH, (ADDR_TO_SEARCH)      : 3110
                                02      12 00010      BNEQ      2$
                                51      D4 00012      CLRL      R1
54      51      D0 00014 2$:      MOVL      R1, FIRST_BLANK_POS      :
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
TRIMMED_LENGTH - Calc. trimmed

length of string
G 5
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 80
(24)

		05	12	00017	BNEQ	3\$		3113
	50	04	BC	3C 00019	MOVZWL	@LENGTH, R0		
				04 0001D	RET			
50	52	54	C3	0001E	3\$:	SUBL3	FIRST BLANK_POS, ADDR_TO_SEARCH, R0	3119
53	50	55	C1	00022	ADDL3	LEN_TO_SEARCH, R0, NEW_LEN		
64	53	20	3B	00026	SKPC	#32, NEW_LEN, (FIRST_BLANK_POS)		3127
		02	12	0002A	BNEQ	4\$		
		51	D4	0002C	CLRL	R1		
	50	51	D0	0002E	4\$:	MOVL	R1, NON_BLANK_POS	
		0B	12	00031	BNEQ	5\$		3130
	51	04	BC	3C 00033	MOVZWL	@LENGTH, R1		3132
	51	53	C2	00037	SUBL2	NEW_LEN, R1		
	50	51	D0	0003A	MOVL	R1, R0		
			04	0003D	RET			
51	54	50	C3	0003E	5\$:	SUBL3	NON_BLANK_POS, FIRST_BLANK_POS, R1	3136
55	51	53	C1	00042	ADDL3	NEW_LEN, R1, LEN_TO_SEARCH		
	52	50	D0	00046	MOVL	NON_BLANK_POS, ADDR_TO_SEARCH		3138
		C1	11	00049	BRB	1\$		3097
		50	D4	0004B	6\$:	CLRL	R0	3144
			04	0004D	RET			

; Routine Size: 78 bytes, Routine Base: _LIB\$CODE + 09E3

; 2910 3145 1 !<BLF/PAGE>


```
2912 3146 1 %SBTTL 'SCR$$GET_TYPE - Get device type'
2913 3147 1 GLOBAL ROUTINE SCR$$GET_TYPE_R3 (
2914 3148 1     REQUEST_TYPE: ! Request type
2915 3149 1     TCB_ADDR : REF VECTOR [,LONG], ! Addr of terminal control block
2916 3150 1     DEV_TYPE : REF VECTOR [,LONG] ! Device type
2917 3151 1 ) : GET_TYPE_LINK =
2918 3152 1
2919 3153 1 ++
2920 3154 1 FUNCTIONAL DESCRIPTION:
2921 3155 1     This routine is called by other screen package routines to
2922 3156 1     find the terminal type using the GETDVI system service. This
2923 3157 1     is done only once per terminal for the life of the process --
2924 3158 1     all later calls simply return the saved terminal type.
2925 3159 1
2926 3160 1 CALLING SEQUENCE:
2927 3161 1     ret_status.wlc.v = SCR$$GET_TYPE_R3 ( REQ_TYPE.rl.v; TCB.wa.r, DEV_TYPE.wl.r )
2928 3162 1
2929 3163 1 FORMAL PARAMETERS:
2930 3164 1
2931 3165 1     REQ_TYPE.rl.v    Request type.
2932 3166 1
2933 3167 1     TCB.wa.r        Address of terminal control block
2934 3168 1
2935 3169 1     DEV_TYPE.wl.r    Device type.
2936 3170 1
2937 3171 1 IMPLICIT INPUTS:
2938 3172 1
2939 3173 1     NONE
2940 3174 1
2941 3175 1 IMPLICIT OUTPUTS:
2942 3176 1
2943 3177 1     NONE
2944 3178 1
2945 3179 1 COMPLETION STATUS:
2946 3180 1
2947 3181 1     LIB$NO_STRACT
2948 3182 1     statuses from SCR$SET_OUTPUT or SCR$$FOREIGN
2949 3183 1
2950 3184 1 SIDE EFFECTS:
2951 3185 1
2952 3186 1     NONE
2953 3187 1
2954 3188 1 --
2955 3189 1
2956 3190 2 BEGIN
2957 3191 2 LOCAL
2958 3192 2     STATUS,
2959 3193 2     TCB;
2960 3194 2
2961 3195 2 BUILTIN
2962 3196 2     AP;
2963 3197 2
2964 3198 2 MAP
2965 3199 2     TCB: REF BLOCK [,BYTE];
2966 3200 2
2967 3201 2 IF .SCR$L_CUROUTPUT EQL 0
2968 3202 2 THEN
```


Address	Hex	Assembly	Comment	Symbol
50	DD 0000	SCR\$\$GET	TYPE_R3::	
		PUSHL	R0	3147
00000000'	EF D5 00002	TSTL	SCR\$L_CUROUTPUT	3201
	1D 12 00008	BNEQ	2\$	
00000000'	EF D5 0000A	TSTL	SCR\$L_FLINKHEAD	3204
	09 13 00010	BEQL	1\$	
50 00000000G	8F D0 00012	MOVL	#LIB\$_NO_STRUCT, R0	3206
	3D 11 00019	BRB	4\$	
	7E D4 0001B	1\$: CLRL	-(SP)	3207
00000000G 00	01 FB 0001D	CALLS	#1, SCR\$\$SET_OUTPUT	
31	50 E9 00024	BLBC	STATUS, 4\$	3208
51 00000000'	EF D0 00027	2\$: MOVL	SCR\$L_CUROUTPUT, TCB	3213
53	51 D0 0002E	MOVL	TCB, TCB_ADDR	3214
52 0A	A1 9A 00031	MOVZBL	10(TCB), DEV_TYPE	3216
04	52 D1 00035	CMPL	DEV_TYPE, #4	
	1B 12 00038	BNEQ	3\$	
52 0B	A1 9A 0003A	MOVZBL	11(TCB), DEV_TYPE	3219
	6E D5 0003E	TSTL	REQUEST_TYPE	3220
	13 19 00040	BLSS	3\$	
	5C DD 00042	PUSHL	AP	3224


```
; Routine Size: 95 bytes,    Routine Base: _LIB$CODE + 0A31
```



```
3002 3235 1 %SBTTL 'SCR$$FOREIGN - Call foreign terminal handler'
3003 3236 1 GLOBAL ROUTINE SCR$$FOREIGN (
3004 3237 1     TCB : REF BLOCK [, BYTE], ! Addr of terminal control block
3005 3238 1     REQ_TYPE, ! Request type
3006 3239 1     DEV_TYPE, ! Device type
3007 3240 1     SCR_ARGS, ! Addr of SCR$ arguments
3008 3241 1 ) =
3009 3242 1 --
3010 3243 1 ++
3011 3244 1 FUNCTIONAL DESCRIPTION:
3012 3245 1     This routine attempts to map the foreign terminal handler into
3013 3246 1     P0 region and call it.
3014 3247 1
3015 3248 1 CALLING SEQUENCE:
3016 3249 1
3017 3250 1     ret_status.wlc.v = SCR$$FOREIGN ( TCB.ra.v, REQ_TYPE.rl.v,
3018 3251 1     DEV_TYPE.rl.v, SCR_ARGS.ra.v )
3019 3252 1
3020 3253 1 FORMAL PARAMETERS:
3021 3254 1
3022 3255 1     TCB.ra.v      Address of terminal control block
3023 3256 1
3024 3257 1     REQ_TYPE.rl.v Request type.
3025 3258 1
3026 3259 1     DEV_TYPE.rl.v Device type.
3027 3260 1
3028 3261 1     SCR_ARGS.ra.v Address of arguments from SCR$ routine
3029 3262 1
3030 3263 1 IMPLICIT INPUTS:
3031 3264 1
3032 3265 1     NONE
3033 3266 1
3034 3267 1 IMPLICIT OUTPUTS:
3035 3268 1
3036 3269 1     NONE
3037 3270 1
3038 3271 1 COMPLETION STATUS:
3039 3272 1
3040 3273 1     Statuses returned by LIB$CALL_IMAGE and OUTPUT.
3041 3274 1
3042 3275 1 SIDE EFFECTS:
3043 3276 1
3044 3277 1     NONE
3045 3278 1 --
3046 3279 1
3047 3280 2 BEGIN
3048 3281 2
3049 3282 2 BUILTIN
3050 3283 2 CALLG ;
3051 3284 2
3052 3285 2 LOCAL
3053 3286 2
3054 3287 2     DEFSTR : VECTOR [1, 8] INITIAL (
3055 3288 2         DSC$K_DTYPE T ^24 + DSC$K_CLASS_S ^16 + 16, ! Default name
3056 3289 2         UPLIT('SYS$LIBRARY:.EXE'), ! string
3057 3290 2
3058 3291 2     SCRFT : VECTOR [1, 8] INITIAL (
3059 3292 2         ! File name
```



```
3059 3292 2          DSC$K_DTYPE_T ^24 + DSC$K_CLASS_S ^16 + 5, ! string
3060 3293          UPLIT('SCRFT')) ,
3061 3294
3062 3295          RET_STATUS,          ! Status of subroutine
3063 3296          ! calls.
3064 3297
3065 3298          LOC_BUF_DESCR : BLOCK [8, BYTE],          ! Fixed string descr.
3066 3299          ! of local buffer
3067 3300
3068 3301          OUT_LENGTH,          ! Length of output
3069 3302          ! returned in
3070 3303          ! LOCAL_BUFFER
3071 3304
3072 3305          PARM_LIST : VECTOR [15, LONG],          ! Paramater list for
3073 3306          ! call to LIB$CALL_IMAGE
3074 3307
3075 3308          STATUS;
3076 3309
3077 3310          MAP SCRFT : BLOCK [8, BYTE] ; ! To allow accessing as a descriptor
3078 3311
3079 3312          MAP DEFSTR : BLOCK [8, BYTE] ; ! To allow accessing as a descriptor
3080 3313
3081 3314          !+
3082 3315          !- Initialize LOC_BUF_DESCR
3083 3316
3084 3317          LOC_BUF_DESCR [DSC$W_LENGTH] = .TCB [SCR$L_BUFSIZ] ;
3085 3318          LOC_BUF_DESCR [DSC$B_CLASS] = DSC$K_CLASS_S ;
3086 3319          LOC_BUF_DESCR [DSC$B_DTYPE] = DSC$K_DTYPE_T ;
3087 3320
3088 3321          STATUS = LIB$GET_VM (TCB [SCR$L_BUFSIZ], LOC_BUF_DESCR [DSC$A_POINTER]);
3089 3322          IF NOT .STATUS THEN RETURN (.STATUS);
3090 3323
3091 3324          !+
3092 3325          !- Set up elements of PARM_LIST in preparation for call to LIB$CALL_IMAGE
3093 3326
3094 3327          PARM_LIST [0] = 14 ; ! Number of arguments
3095 3328
3096 3329          PARM_LIST [1] = PARM_LIST [4] ; ! Address of SCRFT descr in
3097 3330          ! call list
3098 3331
3099 3332          PARM_LIST [2] = PARM_LIST [6] ; ! Address of DEFSTR descr in
3100 3333          ! call list
3101 3334
3102 3335          PARM_LIST [3] = PARM_LIST [8] ; ! Address of sub-call list
3103 3336
3104 3337          PARM_LIST [4] = .SCRFT [DSC$W_LENGTH] ; ! Length field of SCRFT
3105 3338
3106 3339          PARM_LIST [5] = .SCRFT [DSC$A_POINTER] ; ! Address field of SCRFT
3107 3340
3108 3341          PARM_LIST [6] = .DEFSTR [DSC$W_LENGTH] ; ! Length field of DEFSTR
3109 3342
3110 3343          PARM_LIST [7] = .DEFSTR [DSC$A_POINTER] ; ! Address field of DEFSTR
3111 3344
3112 3345          PARM_LIST [8] = 5 ;          ! Number of arguments
3113 3346
3114 3347          PARM_LIST [9] = .SCR_ARGS ; ! Address of args from SCR$ routine
3115 3348 2
```



```

: 3116 3349 2  PARM_LIST [10] = .REQ_TYPE ; ! Request type
: 3117 3350 2
: 3118 3351 2  PARM_LIST [11] = .DEV_TYPE - (DT$_FT1 - 1) ; ! Foreign terminal
: 3119 3352 2                                     ! number
: 3120 3353 2
: 3121 3354 2  PARM_LIST [12] = LOC_BUF_DESCR ; ! Address of LOC_BUF_DESC
: 3122 3355 2
: 3123 3356 2  PARM_LIST [13] = OUT_LENGTH ; ! Address of OUT_LENGTH
: 3124 3357 2
: 3125 3358 2  PARM_LIST [14] = .TCB [SCR$_FTDATA];
: 3126 3359 2
: 3127 3360 2  !+
: 3128 3361 2  Call LIB$CALL_IMAGE. If we get don't get a success return, quit
: 3129 3362 2  immediately.
: 3130 3363 2  !-
: 3131 3364 2  IF NOT ( RET_STATUS = CALLG ( PARM_LIST, LIB$CALL_IMAGE))
: 3132 3365 2  THEN
: 3133 3366 2  RETURN ( .RET_STATUS ) ;
: 3134 3367 2
: 3135 3368 2  !+
: 3136 3369 2  Call OUTPUT with the buffer returned.
: 3137 3370 2  !-
: 3138 3371 2  LOC_BUF_DESCR [DSC$_LENGTH] = .OUT_LENGTH ; ! Adjust length
: 3139 3372 2
: 3140 3373 2  RET_STATUS = OUTPUT ( .TCB, LOC_BUF_DESCR ) ;
: 3141 3374 2
: 3142 3375 2  !+
: 3143 3376 2  Free buffer space before exiting
: 3144 3377 2  !-
: 3145 3378 2
: 3146 3379 2  STATUS = LIB$FREE_VM (TCB [SCR$_BUFSIZ], LOC_BUF_DESCR [DSC$_POINTER]);
: 3147 3380 2  IF NOT .STATUS THEN RETURN (.STATUS);
: 3148 3381 2
: 3149 3382 2  RETURN (.RET_STATUS);
: 3150 3383 1  END; ! End of routine SCR$$FOREIGN
```

```

58 45 2E 3A 59 52 41 52 42 49 4C 24 53 59 53 00A90 P.AAS: .ASCII \SYS$LIBRARY:.EXE\
00 00 00 54 46 52 43 53 00A9F
00AA0 P.AAT: .ASCII \SCRFT\<0><0><0>
```

```

000C 00000 .ENTRY SCR$$FOREIGN, Save R2,R3
50 AE 0E010010 A8 AE 9E 00002 MOVAB -88(SP), SP
54 AE D7 AF 9E 00006 MOVL #234946576, DEFSTR
48 AE 0E010005 8F D0 0000E MOVAB P.AAS, DEFSTR+4
4C AE DA AF 9E 0001B MOVL #234946565, SCRFT
52 04 AC D0 00020 MOVAB P.AAT, SCRFT+4
40 AE 4C A2 B0 00024 MOVL TCB, R2
42 AE 010E 8F B0 00029 MOVW 76(R2), LOC_BUF_DESCR
AE 44 9F 0002F MOVW #270, LOC_BUF_DESCR+2
4C A2 9F 00032 PUSHAB LOC_BUF_DESCR+4
00000000G 00 02 FB 00035 CALLS #2, LIB$GET_VM
53 50 D0 0003C MOVL R0, STATUS
```

```

: 3236
: 3280
: 3317
: 3319
: 3321
:
```


		03		53	E8	0003F	BLBS	STATUS, 1\$	...	3322	
				0082	31	00042	BRW	2\$	...		
	04	AE		0E	D0	00045	1\$:	MOVL	#14, PARM_LIST	...	3327
	08	AE	14	AE	9E	00049	MOVAB	PARM_LIST+16, PARM_LIST+4	...	3329	
	0C	AE	1C	AE	9E	0004E	MOVAB	PARM_LIST+24, PARM_LIST+8	...	3332	
	10	AE	24	AE	9E	00053	MOVAB	PARM_LIST+32, PARM_LIST+12	...	3335	
	14	AE	48	AE	3C	00058	MOVZWL	SCRFT, PARM_LIST+16	...	3337	
	18	AE	4C	AE	D0	0005D	MOVL	SCRFT+4, PARM_LIST+20	...	3339	
	1C	AE	50	AE	3C	00062	MOVZWL	DEFSTR, PARM_LIST+24	...	3341	
	20	AE	54	AE	D0	00067	MOVL	DEFSTR+4, PARM_LIST+28	...	3343	
	24	AE		05	D0	0006C	MOVL	#5, PARM_LIST+32	...	3345	
	28	AE	10	AC	D0	00070	MOVL	SCR_ARGS, PARM_LIST+36	...	3347	
	2C	AE	08	AC	D0	00075	MOVL	REQ_TYPE, PARM_LIST+40	...	3349	
30	AE	0C		0F	C3	0007A	SUBL3	#15, DEV_TYPE, PARM_LIST+44	...	3351	
		34	AE	40	AE	9E	00080	MOVAB	LOC_BUF_DESCR, PARM_LIST+48	...	3354
		38	AE		6E	9E	00085	MOVAB	OUT_LENGTH, PARM_LIST+52	...	3356
		3C	AE	50	A2	D0	00089	MOVL	80(R2), PARM_LIST+56	...	3358
	00000000G	00		04	AE	FA	0008E	CALLG	PARM_LIST, LIB\$CALL_IMAGE	...	3364
		52		50	D0	00096	MOVL	R0, RET_STATUS	...		
		2F		50	E9	00099	BLBC	R0, 3\$	...		
	40	AE		6E	B0	0009C	MOVW	OUT_LENGTH, LOC_BUF_DESCR	...	3371	
			40	AE	9F	000A0	PUSHAB	LOC_BUF_DESCR	...	3373	
			04	AC	DD	000A3	PUSHL	TCB	...		
	0000V	CF		02	FB	000A6	CALLS	#2, OUTPUT	...		
		52		50	D0	000AB	MOVL	R0, RET_STATUS	...		
			44	AE	9F	000AE	PUSHAB	LOC_BUF_DESCR+4	...	3379	
7E	04	AC	0000004C	8F	C1	000B1	ADDL3	#76, TCB, -(SP)	...		
	00000000G	00		02	FB	000BA	CALLS	#2, LIB\$FREE_VM	...		
		53		50	D0	000C1	MOVL	R0, STATUS	...		
		04		53	E8	000C4	BLBS	STATUS, 3\$	...	3380	
		50		53	D0	000C7	2\$:	MOVL	STATUS, R0	...	
				04	000CA		RET		...		
		50		52	D0	000CB	3\$:	MOVL	RET_STATUS, R0	...	3382
				04	000CE		RET		...	3383	

; Routine Size: 207 bytes, Routine Base: _LIB\$CODE + 0AAB

; 3151 3384 1 !<BLF/PAGE>


```
3153 3385 1 %SBTTL 'OUTPUT - Write string to terminal without carriage control'
3154 3386 1 ROUTINE OUTPUT ( TCB      : REF BLOCK [,BYTE],
3155 3387 1                      STRING : REF BLOCK [,BYTE] ) =
3156 3388 1
3157 3389 1 ++
3158 3390 1 FUNCTIONAL DESCRIPTION:
3159 3391 1 This routine writes the specified string to the terminal
3160 3392 1 without carriage control.
3161 3393 1
3162 3394 1 CALLING SEQUENCE:
3163 3395 1
3164 3396 1     ret_status.wlc.v = OUTPUT ( TCB.rab.r, string.rt.ds )
3165 3397 1
3166 3398 1 FORMAL PARAMETERS:
3167 3399 1
3168 3400 1     TCB.rab.r      Address of current terminal control block.
3169 3401 1
3170 3402 1     STRING.rt.ds   Address of fixed string descriptor of output
3171 3403 1 string.
3172 3404 1
3173 3405 1 IMPLICIT INPUTS:
3174 3406 1
3175 3407 1     NONE
3176 3408 1
3177 3409 1 IMPLICIT OUTPUTS:
3178 3410 1
3179 3411 1     NONE
3180 3412 1
3181 3413 1 ROUTINE STATUS:
3182 3414 1
3183 3415 1
3184 3416 1 SIDE EFFECTS:
3185 3417 1
3186 3418 1     String will be output.
3187 3419 1 --
3188 3420 1
3189 3421 2 BEGIN
3190 3422 2
3191 3423 2 LOCAL
3192 3424 2     STATUS : INITIAL (SS$_NORMAL) ; ! Status to return to caller
3193 3425 2
3194 3426 2 ++
3195 3427 2 If input string length is 0, return an immediate success.
3196 3428 2 --
3197 3429 2 IF .STRING [DSC$_LENGTH] EQL 0 THEN RETURN .STATUS ;
3198 3430 2
3199 3431 2 ++
3200 3432 2 Major decision is whether output is being buffered or not.
3201 3433 2 --
3202 3434 2 IF .TCB [SCR$_BUFFER] EQL 0      ! If output being buffered
3203 3435 2 THEN
3204 3436 3 BEGIN ! Not buffered
3205 3437 3 IF .TCB [SCR$_RTNADDR] EQL 0    ! If user has supplied call-back
3206 3438 3 THEN ! routine
3207 3439 4 BEGIN ! No call-back routine
3208 3440 4 LOCAL
3209 3441 4     CHANNEL ; ! Channel as a longword
```



```

3210      3442  4
3211      3443  4      CHANNEL = .TCB [SCR$W_CHAN] ;
3212      3444  4
3213      3445  4      IF .TCB [SCR$B_TYPE] EQL 0 ! If unknown type
3214      3446  4      THEN
3215      3447  5          BEGIN ! Use RMS OUTPUT
3216      3448  5          STATUS = RMS_OUTPUT ( .TCB, .STRING ) ;
3217      3449  5          END ! Use RMS_OUTPUT
3218      3450  4      ELSE
3219      3451  5          BEGIN ! Use QIO
3220      3452  5          STATUS = $QIO ( CHAN = .CHANNEL,
3221      3453  5          EFN = .TCB [SCR$L_EFN],
3222      3454  5          FUNC = (IO$ WRITEVBLK OR IO$M_NOFORMAT),
3223      3455  5          P1 = .STRING [DSC$A_POINTER],
3224      3456  5          P2 = .STRING [DSC$W_LENGTH] ) ;
3225      3457  4      END ; ! Use QIO
3226      3458  4      END ! No call-back routine
3227      3459  4
3228      3460  3      ELSE
3229      3461  3
3230      3462  4          BEGIN ! Call-back routine provided
3231      3463  4          STATUS = RMS_OUTPUT ( .TCB, .STRING ) ;
3232      3464  4          END ! Call-back routine provided
3233      3465  3      END ! Not buffered
3234      3466  3
3235      3467  2      ELSE
3236      3468  2
3237      3469  3          BEGIN ! Buffered output
3238      3470  3          !+
3239      3471  3          ! Description of what the buffer header (BH) looks like:
3240      3472  3          !-
3241      3473  3          MACRO
3242      3474  3              BH$W_CURR_LENGTH = 0, 0, 16, 0 % ; ! Current no. of bytes
3243      3475  3              BH$A_POINTER = 4, 0, 32, 0 % ; ! Addr of 1st byte
3244      3476  3              BH$W_MAX_LENGTH = 8, 0, 16, 0 % ; ! Max. no. of bytes
3245      3477  3
3246      3478  3          BIND BH = .TCB [SCR$L_BUFFER] ;
3247      3479  3          MAP BH : BLOCK [,BYTE] ;
3248      3480  3
3249      3481  3          LOCAL
3250      3482  3              BYTES_REMAINING,
3251      3483  3              SAVED_BUFFER_ADDR;
3252      3484  3
3253      3485  3          SAVED_BUFFER_ADDR = .TCB [SCR$L_BUFFER];
3254      3486  3          BYTES_REMAINING = .BH [BH$W_MAX_LENGTH] -
3255      3487  3              .BH [BH$W_CURR_LENGTH] ;
3256      3488  3
3257      3489  3          IF .STRING [DSC$W_LENGTH] GTRU .BYTES_REMAINING
3258      3490  3          THEN
3259      3491  4              BEGIN ! Won't fit in current buffer
3260      3492  4              !+
3261      3493  4              ! Check to see if length of current string is larger than
3262      3494  4              ! the entire size of the buffer.
3263      3495  4              !-
3264      3496  4              IF .STRING [DSC$W_LENGTH] GTRU .BH [BH$W_MAX_LENGTH]
3265      3497  4              THEN
3266      3498  5                  BEGIN ! Will never fit
```



```

: 3267      3499 5      STATUS = LIB$ SCRBUFOVF ;
: 3268      3500 5      END      ! Will never fit
: 3269      3501 4      ELSE
: 3270      3502 5      BEGIN      ! Flush buffer, then add to buffer
: 3271      3503 5      SCR$PUT BUFFER (0) ;
: 3272      3504 5      TCB [SCR$ _BUFFER] = .SAVED_BUFFER_ADDR;
: 3273      3505 5      ! this was re-init'd by SCR$PUT_BUFFER
: 3274      3506 5      CH$MOVE ( .STRING [DSC$W_LENGTH],
: 3275      3507 5      .STRING [DSC$A_POINTER],
: 3276      3508 5      .BH [BH$A_POINTER] + .BH [BH$W_CURR_LENGTH] ) ;
: 3277      3509 5
: 3278      3510 5      BH [BH$W_CURR_LENGTH] = .BH [BH$W_CURR_LENGTH] +
: 3279      3511 5      .STRING [DSC$W_LENGTH] ;
: 3280      3512 4      END ;      ! Flush buffer, then add to buffer
: 3281      3513 4      END      ! Won't fit in current buffer
: 3282      3514 3      ELSE
: 3283      3515 4      BEGIN      ! Will fit in buffer
: 3284      3516 4      CH$MOVE ( .STRING [DSC$W_LENGTH],
: 3285      3517 4      .STRING [DSC$A_POINTER],
: 3286      3518 4      .BH [BH$A_POINTER] + .BH [BH$W_CURR_LENGTH] ) ;
: 3287      3519 4
: 3288      3520 4      BH [BH$W_CURR_LENGTH] = .BH [BH$W_CURR_LENGTH] +
: 3289      3521 4      .STRING [DSC$W_LENGTH] ;
: 3290      3522 3      END ;      ! Will fit in buffer
: 3291      3523 2      END ;      ! Buffered output
: 3292      3524 2
: 3293      3525 2      RETURN (.STATUS) ;
: 3294      3526 2
: 3295      3527 1      END;

```

! End of routine OUTPUT

			01FC 00000	OUTPUT: .WORD	Save R2,R3,R4,R5,R6,R7,R8		3386
58		01	D0 00002	MOVL	#1, STATUS		3421
57	08	AC	D0 00005	MOVL	STRING, R7		3429
		67	B5 00009	TSTW	(R7)		
		68	13 0000B	BEQL	4\$		
52	04	AC	D0 0000D	MOVL	TCB, R2		3434
56	04	A2	D0 00011	MOVL	4(R2), R6		
		3D	12 00015	BNEQ	3\$		
	38	A2	D5 00017	TSTL	56(R2)		3437
		2A	12 0001A	BNEQ	1\$		
53	08	A2	3C 0001C	MOVZWL	8(R2), CHANNEL		3443
	0A	A2	95 00020	TSTB	10(R2)		3445
		21	13 00023	BEQL	1\$		
		7E	7C 00025	CLRQ	-(SP)		3456
		7E	7C 00027	CLRQ	-(SP)		
7E		67	3C 00029	MOVZWL	(R7), -(SP)		
	04	A7	DD 0002C	PUSHL	4(R7)		
		7E	7C 0002F	CLRQ	-(SP)		
		7E	D4 00031	CLRL	-(SP)		
7E	0130	8F	3C 00033	MOVZWL	#304, -(SP)		
		53	DD 00038	PUSHL	CHANNEL		
		A2	DD 0003A	PUSHL	72(R2)		
00000000G 00		48	OC FB 0003D	CALLS	#12, SYSSQIOW		

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management

OUTPUT - Write string to terminal without carri

E 6
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 91
(27)

50	67	0000V	CF	0084	09 11 00044	BRB	2\$		
			58		8F BB 00046 1\$:	PUSHR	#^M<R2,R7>		3463
					02 FB 0004A	CALLS	#2, RMS_OUTPUT		
			53		50 D0 0004F 2\$:	MOVL	R0, STATUS		
			50		3D 11 00052	BRB	7\$		3434
			51	08	56 D0 00054 3\$:	MOVL	R6, SAVED_BUFFER_ADDR		3485
			50		A6 3C 00057	MOVZWL	8(R6), BYTES_REMAINING		3487
			51		66 3C 0005B	MOVZWL	(R6), R1		
			50		51 C2 0005E	SUBL2	R1, BYTES_REMAINING		
			10		00 ED 00061	CMPZV	#0, #16, (R7), BYTES_REMAINING		3489
					1A 1B 00066	BLEQU	6\$		
		08	A6		67 B1 00068	CMPW	(R7), 8(R6)		3496
					09 1B 0006C	BLEQU	5\$		
			58	00000000G	8F D0 0006E	MOVL	#LIB\$_SCRBUFOVF, STATUS		3499
					1A 11 00075 4\$:	BRB	7\$		3496
					7E D4 00077 5\$:	CLRL	-(SP)		3503
		F873	CF		01 FB 00079	CALLS	#1, SCR\$PUT_BUFFER		
		04	A2		53 D0 0007E	MOVL	SAVED_BUFFER_ADDR, 4(R2)		3504
			50		66 3C 00082 6\$:	MOVZWL	(R6), R0		3518
			50	04	A6 C0 00085	ADDL2	4(R6), R0		
	60	04	B7		67 28 00089	MOVC3	(R7), @4(R7), (R0)		
			66		67 A0 0008E	ADDW2	(R7), (R6)		3521
			50		58 D0 00091 7\$:	MOVL	STATUS, R0		3525
					04 00094	RET			3527

; Routine Size: 149 bytes, Routine Base: _LIB\$CODE + 0B77

; 3296 3528 1 !<BLF/PAGE>


```
3298 3529 1 %SBTTL 'FILL_MAP - Fill map with specified character'
3299 3530 1 ROUTINE FILL_MAP (
3300 3531 1     TCB : REF BLOCK [,BYTE],
3301 3532 1     START_LINE,
3302 3533 1     START_COL,
3303 3534 1     END_LINE,
3304 3535 1     END_COL,
3305 3536 1     FILE_CHAR
3306 3537 1 ) =
3307 3538 1
3308 3539 1 ++
3309 3540 1 FUNCTIONAL DESCRIPTION:
3310 3541 1     This routine fills the character map with a specified character,
3311 3542 1     zeroes the attribute map, and sets the modified map to ON.
3312 3543 1
3313 3544 1 CALLING SEQUENCE:
3314 3545 1
3315 3546 1     ret_status.wlc.v = FILL_MAP (TCB.rz.r, START_LINE.ml.v, START_COL.ml.v,
3316 3547 1     END_LINE.ml.v, END_COL.ml.v, FILE_CHAR.rt.r)
3317 3548 1
3318 3549 1 FORMAL PARAMETERS:
3319 3550 1
3320 3551 1     TCB.rz.r           Terminal Control Block
3321 3552 1     START_LINE.ml.v   starting line number
3322 3553 1     START_COL.ml.v    starting column number
3323 3554 1     END_LINE.ml.v     ending line number
3324 3555 1     END_COL.ml.v      ending column number
3325 3556 1     FILE_CHAR.rt.r    fill character
3326 3557 1
3327 3558 1 IMPLICIT INPUTS:
3328 3559 1
3329 3560 1     NONE
3330 3561 1
3331 3562 1 IMPLICIT OUTPUTS:
3332 3563 1
3333 3564 1     NONE
3334 3565 1
3335 3566 1 COMPLETION STATUS:
3336 3567 1
3337 3568 1
3338 3569 1 SIDE EFFECTS:
3339 3570 1
3340 3571 1     NONE
3341 3572 1 --
3342 3573 1
3343 3574 2 BEGIN
3344 3575 2
3345 3576 2 LOCAL
3346 3577 2     START_INDEX,
3347 3578 2     END_INDEX,
3348 3579 2     LENGTH;
3349 3580 2
3350 3581 2 ++
3351 3582 2     Convert line and column numbers to zero based.
3352 3583 2 --
3353 3584 2
3354 3585 2     START_LINE = .START_LINE - 1;
```



```

: 3355      3586 2      START_COL = .START_COL - 1;
: 3356      3587 2      END_LINE = .END_LINE - 1;
: 3357      3588 2
: 3358      3589 2      !+
: 3359      3590 2      !- Compute the start index.
: 3360      3591 2
: 3361      3592 2
: 3362      3593 2      START_INDEX = (.TCB [SCR$W_DEVWIDTH] * .START_LINE) + .START_COL;
: 3363      3594 2      IF .START_INDEX GEQU .TCB [SCR$L_AREA]
: 3364      3595 2      THEN
: 3365      3596 2          RETURN 0;
: 3366      3597 2          ! error if index outside area
: 3367      3598 2
: 3368      3599 2      !+
: 3369      3600 2      !- Compute the ending index + 1.
: 3370      3601 2
: 3371      3602 2      END_INDEX = (.TCB [SCR$W_DEVWIDTH] * .END_LINE) + .END_COL;
: 3372      3603 2      IF .END_INDEX GTRU .TCB [SCR$L_AREA]
: 3373      3604 2      THEN
: 3374      3605 2          RETURN 0;
: 3375      3606 2          ! error if index outside area
: 3376      3607 2
: 3377      3608 2      !+
: 3378      3609 2      !- Fill the character and attribute maps.
: 3379      3610 2
: 3380      3611 2      LENGTH = .END_INDEX - .START_INDEX;
: 3381      3612 2      IF .LENGTH LEQU 0
: 3382      3613 2      THEN
: 3383      3614 2          RETURN 0;
: 3384      3615 2          ! do nothing if zero or negative length
: 3385      3616 2
: 3386      3617 2      CH$FILL (.FILL_CHAR, .LENGTH, (.TCB [SCR$L_CHARMAP] + .START_INDEX));
: 3387      3618 2      CH$FILL (%C' ', .LENGTH, (.TCB [SCR$L_ATTRMAP] + .START_INDEX));
: 3388      3619 2
: 3389      3620 2      RETURN 1;
: 3390      3621 1      END;
                                ! End of routine FILL_MAP
```

```

                                01FC 00000 FILL_MAP:
                                .WORD      Save R2,R3,R4,R5,R6,R7,R8
                                08 AC D7 00002      DECL      START_LINE
                                0C AC D7 00005      DECL      START_COL
                                10 AC D7 00008      DECL      END_LINE
                                56 04 AC D0 0000B     MOVL      TCB, R6
                                50 0C A6 3C 0C00F     MOVZWL   12(R6), R0
                                50 08 AC C4 00013     MULL2     START_LINE, R0
                                57 0C AC C1 00017     ADDL3     START_COL, R0, START_INDEX
                                14 A6 57 D1 0001C     Cmpl      START_INDEX, 20(R6)
                                50 2D 1E 00020     BGEQU     1$
                                50 0C A6 3C 00022     MOVZWL   12(R6), R0
                                50 10 AC C4 00026     MULL2     END_LINE, R0
                                50 14 AC C0 0002A     ADDL2     END_COL, END_INDEX
                                14 A6 50 D1 0002E     Cmpl      END_INDEX, 20(R6)
                                1B 1A 00032     BGTRU     1$
```

```

: 3530
: 3585
: 3586
: 3587
: 3593
:
: 3594
:
: 3602
:
: 3603
:
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
FILL_MAP - Fill map with specified character

H 6
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 94
(28)

	58		50		57 C3 00034	SUBL3	START_INDEX, END_INDEX, LENGTH	:	3611
					15 13 00038	BEQL	1\$	:	3612
58	18	AC	6E		00 2C 0003A	MOVC5	#0, (SP), FILL_CHAR, LENGTH, @24(R6)-	:	3616
				18 B647	00 2C 00040		[START_INDEX]	:	
58		20	6E		00 2C 00043	MOVC5	#0, (SP), #32, LENGTH, @28(R6)[START_INDEX]	:	3617
				1C B647	00 00048			:	
			50		01 D0 0004B	MOVL	#1, R0	:	3619
					04 0004E	RET		:	
				50	D4 0004F 1\$:	CLRL	R0	:	3621
					04 00051	RET		:	

; Routine Size: 82 bytes, Routine Base: _LIB\$CODE + 0C0C

; 3391 3622 1 !<BLF/PAGE>


```
3393 3623 1 %SBTTL 'PUT_MAP - Output current map'
3394 3624 1 ROUTINE PUT_MAP (
3395 3625 1     TCB : REF BLOCK [,BYTE]
3396 3626 1     ) =
3397 3627 1 ++
3398 3628 1 FUNCTIONAL DESCRIPTION:
3399 3629 1
3400 3630 1     This routine processes the internal screen, attribute and
3401 3631 1     modified maps and calls other screen package routines to
3402 3632 1     output the result.
3403 3633 1
3404 3634 1 CALLING SEQUENCE:
3405 3635 1
3406 3636 1     ret_status.wlc.v = PUT_MAP (TCB.rab.r)
3407 3637 1
3408 3638 1 FORMAL PARAMETERS:
3409 3639 1
3410 3640 1     TCB.rab.r           Current terminal control block
3411 3641 1
3412 3642 1 IMPLICIT INPUTS:
3413 3643 1
3414 3644 1     NONE
3415 3645 1
3416 3646 1 IMPLICIT OUTPUTS:
3417 3647 1
3418 3648 1     NONE
3419 3649 1
3420 3650 1 COMPLETION STATUS:
3421 3651 1
3422 3652 1     SS$_NORMAL      Normal successful completion
3423 3653 1     Errors returned by:  RMS_OUTPUT
3424 3654 1
3425 3655 1 SIDE EFFECTS:
3426 3656 1
3427 3657 1     NONE
3428 3658 1 --
3429 3659 1
3430 3660 2 BEGIN
3431 3661 2 +
3432 3662 2 $OUTPUT_NEXT_LINE
3433 3663 2     This macro causes the next line of text from the data buffer to
3434 3664 2     be output.  If no attribute information pertains to this line, it is
3435 3665 2     output directly.  If attribute information does pertain to this line,
3436 3666 2     DO_ATTR is called to output the line with the appropriate attributes.
3437 3667 2 -
3438 3668 2 MACRO
3439 3669 2     $OUTPUT_NEXT_LINE =
3440 3670 2     SKPC (%REF(NULL), DW2, .CURR_PTR + .TCB [SCR$L_AREA]; REM_ATTR, FND);
3441 3671 2     IF .REM_ATTR EQL 0
3442 3672 2     THEN
3443 3673 2         BEGIN ! No attributes set for this line's worth of text
3444 3674 2         +
3445 3675 2         ! Simply output line's worth of text as it sits in data buffer
3446 3676 2         -
3447 3677 2         LOC_DESC [DSC$W_LENGTH] = .DW ;
3448 3678 2         LOC_DESC [DSC$A_POINTER] = .CURR_PTR ;
3449 3679 2         STATUS = RMS_OUTPUT ( .TCB, LOC_DESC ) ;
```



```

3450 M 3680 2      END      ! No attributes set for this line's worth of text
3451 M 3681 2      ELSE
3452 M 3682 2      BEGIN    ! Attributes are present
3453 M 3683 2      +
3454 M 3684 2      | Call DO_ATTR to output a line's worth of text with the
3455 M 3685 2      | appropriate attributes simulated (e.g., underlining and
3456 M 3686 2      | bolding)
3457 M 3687 2      -
3458 M 3688 2      DO_ATTR ( REM_ATTR, FND, .TCB, DW, .CURR_PTR ) ;
3459 M 3689 2      END      ! Attributes are present
3460 M 3690 2      % ; ! End of macro $OUTPUT_NEXT_LINE
3461 M 3691 2
3462 M 3692 2      +
3463 M 3693 2      $OUTPUT_N_BLANK_LINES
3464 M 3694 2      | This macro outputs .LINES_TO_SKIP blanks lines, advancing the
3465 M 3695 2      | current pointer (CURR_POINTER) as it goes along.
3466 M 3696 2      -
3467 M 3697 2      MACRO
3468 M 3698 2      $OUTPUT_N_BLANK_LINES =
3469 M 3699 2      INCR I FROM 1 TO .LINES_TO_SKIP
3470 M 3700 2      DO
3471 M 3701 2      BEGIN
3472 M 3702 2      STATUS = RMS_OUTPUT ( .TCB, LOC_DESC ) ;
3473 M 3703 2      CURR_PTR = .CURR_PTR + .DW2 ; ! Advance to next line
3474 M 3704 2      END
3475 M 3705 2      % ; ! End of macro $OUTPUT_N_BLANK_LINES
3476 M 3706 2
3477 M 3707 2      +
3478 M 3708 2      $OUTPUT_FF
3479 M 3709 2      | This macro output a <FF> to clear an entire page.
3480 M 3710 2      -
3481 M 3711 2      MACRO
3482 M 3712 2      $OUTPUT_FF =
3483 M 3713 2      LOC_DESC [DSC$W_LENGTH] = 1 ;
3484 M 3714 2      LOC_DESC [DSC$A_POINTER] = UPLIT (BYTE ( FF )) ;
3485 M 3715 2      STATUS = RMS_OUTPUT ( .TCB, LOC_DESC ) ;
3486 M 3716 2      % ; ! End of macro $OUTPUT_FF
3487 M 3717 2
3488 M 3718 2      | R1 = R3 = FND = 1st non-space character
3489 M 3719 2      | R2 = LINES_TO_SKIP
3490 M 3720 2      | R4 = BYTES_REMAINING
3491 M 3721 2      | R7 = DW
3492 M 3722 2      | R8 = CURR_PTR
3493 M 3723 2      | R9 = SIZE
3494 M 3724 2      | R10= END_DATA_ADDR = start of attributes
3495 M 3725 2      | R11 = DW2
3496 M 3726 2
3497 M 3727 2      BUILTIN
3498 M 3728 2      SKPC;
3499 M 3729 2
3500 M 3730 2      LOCAL
3501 M 3731 2      STATUS,      | Status to return to caller
3502 M 3732 2      DW,         | Device width
3503 M 3733 2      DW2,        | Copy of device width
3504 M 3734 2      CURR_PTR,   | Pointer to start of remaining characters in
3505 M 3735 2      map
3506 M 3736 2      END_DATA_ADDR, | End of character data buffer, start of
```



```

: 3507      3737 2      attribute buffer
: 3508      3738 2      BYTES_REMAINING, ! No. of bytes remaining to be output
: 3509      3739 2      LINES_TO_SKIP, ! No. of blank lines to skip
: 3510      3740 2      REM_ATTR, ! No. of attr bytes remaining
: 3511      3741 2      LOC_DESC : BLOCK [8, BYTE]; ! Local fixed string descriptor
: 3512      3742 2      ! for output
: 3513      3743 2
: 3514      3744 2      SCR$WORKMASK = 0 ; ! Init working attribute mask
: 3515      3745 2      DW = .TCB [SCR$W_DEVWIDTH] ; ! Device width
: 3516      3746 2      DW2 = .DW ; ! Copy of device width
: 3517      3747 2      CURR_PTR = .TCB [SCR$L_CHARMAP] ; ! Address of start to character
: 3518      3748 2      ! buffer
: 3519      3749 2      END_DATA_ADDR = .TCB[SCR$L_CHARMAP] + .TCB [SCR$L_AREA] ;
: 3520      3750 2
: 3521      3751 2      LOC_DESC [DSC$B_CLASS] = DSC$K_CLASS_S ;
: 3522      3752 2      LOC_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ;
: 3523      3753 2
: 3524      3754 2      WHILE (BYTES_REMAINING = .END_DATA_ADDR - .CURR_PTR) GEQ 0
: 3525      3755 2      DO
: 3526      3756 2      BEGIN ! Overall loop
: 3527      3757 2      LOCAL
: 3528      3758 2      TEMP, ! throwaway value
: 3529      3759 2      FND ; ! Next byte index found by a CH$FIND_NOT_CH
: 3530      3760 2      +
: 3531      3761 2      ! Find next displayable character
: 3532      3762 2      -
: 3533      3763 2      SKPC (%REF(BLANK), BYTES_REMAINING, .CURR_PTR; TEMP, FND);
: 3534      3764 2      LINES_TO_SKIP = (.FND - .CURR_PTR) / .DW2;
: 3535      3765 2      IF .LINES_TO_SKIP EQL 0
: 3536      3766 2      THEN
: 3537      3767 4      BEGIN ! No lines to skip
: 3538      3768 4      DW = TRIMMED_LENGTH (DW, .CURR_PTR);
: 3539      3769 4      IF .TCB [SCR$L_ATTRMASK] EQL 0
: 3540      3770 4      THEN
: 3541      3771 5      BEGIN ! No scan for attributes
: 3542      3772 5      LOC_DESC [DSC$W_LENGTH] = .DW ;
: 3543      3773 5      LOC_DESC [DSC$A_POINTER] = .CURR_PTR ;
: 3544      3774 5      STATUS = RMS_OUTPUT ( .TCB, LOC_DESC ) ;
: 3545      3775 5      END ! No scan for attributes
: 3546      3776 4      ELSE
: 3547      3777 5      BEGIN ! Scan for attributes
: 3548      3778 5      $OUTPUT_NEXT_LINE ;
: 3549      3779 4      END; ! Scan for attributes
: 3550      3780 4      END ! No lines to skip
: 3551      3781 4
: 3552      3782 3      ELSE
: 3553      3783 3      BEGIN ! Some lines to skip
: 3554      3784 4      IF .FND GEQ .END_DATA_ADDR AND ! If remaining page not
: 3555      3785 4      .LINES_TO_SKIP NEQ 1 ! blank and if more than
: 3556      3786 4      THEN ! one blank line
: 3557      3787 4      BEGIN ! A
: 3558      3788 5      IF .TCB [SCR$L_ATTRMASK] NEQ 0
: 3559      3789 5      THEN
: 3560      3790 5      BEGIN
: 3561      3791 6      DW = 0 ;
: 3562      3792 6      IF (FND = CH$FIND_NOT_CH (
: 3563      3793 7
```



```

: 3564      3794 7      .BYTES REMAINING,
: 3565      3795 7      .CURR_PTR + .TCB [SCR$L_AREA], 0))
: 3566      3796 6
: 3567      3797 6      NEQ 0
: 3568      3798 7      THEN
: 3569      3799 7      BEGIN
: 3570      3800 7      LOC_DESC [DSC$W_LENGTH] = 0;
: 3571      3801 7      LOC_DESC [DSC$A_POINTER] = 0;
: 3572      3802 7      IF .TCB [SCR$L_ATTRMASK] EQL 0
: 3573      3803 8      THEN
: 3574      3804 8      BEGIN
: 3575      3805 8      $OUTPUT_N_BLANK_LINES ;
: 3576      3806 7      END
: 3577      3807 8      ELSE
: 3578      3808 8      BEGIN
: 3579      3809 8      SKPC (%REF(NULL), DW2, .CURR_PTR + .TCB [SCR$L_AREA];
: 3580      3810 8      REM_ATTR, FND);
: 3581      3811 8      IF .REM_ATTR NEQ 0
: 3582      3812 9      THEN
: 3583      3813 9      BEGIN
: 3584      3814 9      DO_ATTR (REM_ATTR, FND, .TCB,
: 3585      3815 9      DW, .CURR_PTR) ;
: 3586      3816 8      END
: 3587      3817 9      ELSE
: 3588      3818 9      BEGIN
: 3589      3819 8      $OUTPUT_N_BLANK_LINES ;
: 3590      3820 7      END;
: 3591      3821 7      END;
: 3592      3822 6      ELSE
: 3593      3823 7      BEGIN
: 3594      3824 7      $OUTPUT_FF ;
: 3595      3825 7      EXITLOOP ;
: 3596      3826 6      END;
: 3597      3827 6      END
: 3598      3828 5      ELSE
: 3599      3829 6      BEGIN
: 3600      3830 6      $OUTPUT_FF ;
: 3601      3831 6      EXITLOOP ;
: 3602      3832 5      END;
: 3603      3833 5      END ! A
: 3604      3834 4      ELSE
: 3605      3835 5      BEGIN
: 3606      3836 5      +
: 3607      3837 5      - Remainder of page is blank or next line is blank
: 3608      3838 5      -
: 3609      3839 5      LOC_DESC [DSC$W_LENGTH] = 0;
: 3610      3840 5      LOC_DESC [DSC$A_POINTER] = 0;
: 3611      3841 5      IF .TCB [SCR$L_ATTRMASK] EQL 0 ! If no attributes
: 3612      3842 5      THEN
: 3613      3843 6      BEGIN
: 3614      3844 6      $OUTPUT_N_BLANK_LINES ;
: 3615      3845 6      END
: 3616      3846 5      ELSE
: 3617      3847 6      BEGIN
: 3618      3848 6      +
: 3619      3849 6      - Locate next attribute byte
: 3620      3850 6      -
```



```

: 3621      3851      6      SKPC (%REF(NULL), DW2, .CURR_PTR + .TCB [SCR$L_AREA];
: 3622      3852      6      REM ATTR, FND);
: 3623      3853      6      IF .REM_ATTR NEQ 0
: 3624      3854      6      THEN
: 3625      3855      7      BEGIN
: 3626      3856      7      !+
: 3627      3857      7      ! Output with attributes
: 3628      3858      7      !-
: 3629      3859      7      DO_ATTR (REM_ATTR, FND, .TCB, DW,
: 3630      3860      7      .CURR_PTR);
: 3631      3861      7      END
: 3632      3862      6      ELSE
: 3633      3863      7      BEGIN
: 3634      3864      7      !+
: 3635      3865      7      ! Output without attributes
: 3636      3866      7      !-
: 3637      3867      7      $OUTPUT_N_BLANK_LINES ;
: 3638      3868      6      END;
: 3639      3869      5      END;
: 3640      3870      5      DW = TRIMMED_LENGTH ( DW, .CURR_PTR);
: 3641      3871      5      IF .TCB [SCR$L_ATTRMASK] EQL 0
: 3642      3872      5      THEN
: 3643      3873      6      BEGIN      ! No scan for attributes
: 3644      3874      6      LOC_DESC [DSC$W_LENGTH] = .DW ;
: 3645      3875      6      LOC_DESC [DSC$A_POINTER] = .CURR_PTR ;
: 3646      3876      6      STATUS = RMS_OUTPUT ( .TCB, LOC_DESC ) ;
: 3647      3877      6      END      ! No scan for attributes
: 3648      3878      5      ELSE
: 3649      3879      6      BEGIN      ! Scan for attributes
: 3650      3880      6      $OUTPUT_NEXT_LINE ;
: 3651      3881      5      END;      ! Scan for attributes
: 3652      3882      4      END;
: 3653      3883      3      END;      ! Some lines to skip
: 3654      3884      3
: 3655      3885      3      CURR_PTR = .CURR_PTR + .DW2 ;      ! Advance to next line
: 3656      3886      3      DW = .DW2 ;      ! Reset width to width of page
: 3657      3887      2      END;      ! Overall loop
: 3658      3888      2
: 3659      3889      2      TCB [SCR$L_ATTRMASK] = .SCR$L_WORKMASK ;      ! Reset attribute mask
: 3660      3890      2      RETURN ( .STATUS ) ;
: 3661      3891      1      END;      ! End of routine PUT_MAP
```

```

      00C5E      .BLKB      2
OC 00C60 P.AAU: .BYTE      12
      00C61      .BLKB      3
OC 00C64 P.AAV: .BYTE      12
```

```

SE 00000000' 10 C2 00002 PUT_MAP: .WORD      Save R2,R3,R4,R5,R6,R7,R8,R9,R10,R11      : 3624
53      04 AC D0 0000B      SUBL2      #16, SP      : 3744
7E      OC A3 3C 0000F      CLRL      SCR$L_WORKMASK      : 3745
56      6E D0 00013      MOVL      TCB, R3      : 3746
      6E D0 00013      MOVZWL 12(R3), DW
```


5A	18	52	18	A3	D0	00016	MOVL	24(R3), CURR_PTR	3747
		54	14	A3	9E	0001A	MOVAB	20(R3), R4	3749
	0E	A3		64	C1	0001E	ADDL3	(R4), 24(R3), END_DATA_ADDR	
		AE	010E	8F	B0	00023	MOVW	#270, LOC_DESC+2	3752
		57	2C	A3	9E	00029	MOVAB	44(R3), R7	3769
59		5A		52	C3	0002D	SUBL3	CURR_PTR, END_DATA_ADDR, BYTES_REMAINING	3754
				03	18	00031	BGEQ	2\$	
				016E	31	00033	BRW	28\$	
62		59		20	3B	00036	SKPC	#32, BYTES_REMAINING, (CURR_PTR)	3763
	04	AE		51	D0	0003A	MOVL	R1, FND	
50	04	AE		52	C3	0003E	SUBL3	CURR_PTR, FND, R0	3764
58		50		56	C7	00043	DIVL3	DW2, R0, LINES_TO_SKIP	
				03	12	00047	BNEQ	3\$	3765
				0102	31	00049	BRW	24\$	
		5A	04	AE	D1	0004C	CMPL	FND, END_DATA_ADDR	3785
				03	18	00050	BGEQ	5\$	
				0096	31	00052	BRW	17\$	
		01		58	D1	00055	CMPL	LINES_TO_SKIP, #1	3786
				F8	13	00058	BEQL	4\$	
				67	D5	0005A	TSTL	(R7)	3789
				73	13	0005C	BEQL	15\$	
00 B442		59		6E	D4	0005E	CLRL	DW	3792
				00	3B	00060	SKPC	#0, BYTES_REMAINING, @0(R4)[CURR_PTR]	3793
				02	12	00066	BNEQ	6\$	
				51	D4	00068	CLRL	R1	
	04	AE		51	D0	0006A	MOVL	R1, FND	
				55	13	0006E	BEQL	14\$	3796
			0C	AE	B4	00070	CLRW	LOC_DESC	3799
			10	AE	D4	00073	CLRL	LOC_DESC+4	3800
				67	D5	00076	TSTL	(R7)	3801
				1A	12	00078	BNEQ	9\$	
				55	D4	0007A	CLRL	I	3803
				10	11	0007C	BRB	8\$	
			0C	AE	9F	0007E	PUSHAB	LOC_DESC	
				53	DD	00081	PUSHL	R3	
	0000V	CF		02	FB	00083	CALLS	#2, RMS_OUTPUT	
		5B		50	D0	00088	MOVL	R0, STATUS	
		52		56	C0	0008B	ADDL2	DW2, CURR_PTR	
EC		55		58	F3	0008E	AOBLEQ	LINES_TO_SKIP, I, 7\$	
				2E	11	00092	BRB	13\$	3801
00 B442		56		00	3B	00094	SKPC	#0, DW2, @0(R4)[CURR_PTR]	3808
		AE		50	D0	0009A	MOVL	R0, REM_ATTR	
	08	AE		51	D0	0009E	MOVL	R1, FND	
	04	AE		AE	D5	000A2	TSTL	REM_ATTR	3810
			08	03	13	000A5	BEQL	10\$	
				00DF	31	000A7	BRW	26\$	
				55	D4	000AA	CLRL	I	3817
				10	11	000AC	BRB	12\$	
			0C	AE	9F	000AE	PUSHAB	LOC_DESC	
				53	DD	000B1	PUSHL	R3	
	0000V	CF		02	FB	000B3	CALLS	#2, RMS_OUTPUT	
		5B		50	D0	000B8	MOVL	R0, STATUS	
		52		56	C0	000BB	ADDL2	DW2, CURR_PTR	
EC		55		58	F3	000BE	AOBLEQ	LINES_TO_SKIP, I, 11\$	
				00D6	31	000C2	BRW	27\$	3793
				01	B0	000C5	MOVW	#1, LOC_DESC	3823
	0C	AE		CF	9E	000C9	MOVAB	P.AAU, LOC_DESC+4	
	10	AE	FF2E						

			0A 11 000CF	BRB 16\$		
	OC AE		01 B0 000D1 15\$:	MOVW #1, LOC_DESC		3829
	10 AE	FF26	CF 9E 000D5	MOVAB P.AAV, LOC_DESC+4		
		OC	AE 9F 000DB 16\$:	PUSHAB LOC_DESC		
	0000V CF		53 DD 000DE	PUSHL R3		
	5B		02 FB 000E0	CALLS #2, RMS_OUTPUT		
			50 D0 000E5	MOVL R0, STATUS		
		00B9	31 000E8	BRW 28\$		
		OC	AE B4 000EB 17\$:	CLRW LOC_DESC		3839
		10	AE D4 000EE	CLRL LOC_DESC+4		3840
			67 D5 000F1	TSTL (R7)		3841
			1A 12 000F3	BNEQ 20\$		
			55 D4 000F5	CLRL I		3843
			10 11 000F7	BRB 19\$		
		OC	AE 9F 000F9 18\$:	PUSHAB LOC_DESC		
	0000V CF		53 DD 000FC	PUSHL R3		
	5B		02 FB 000FE	CALLS #2, RMS_OUTPUT		
	52		50 D0 00103	MOVL R0, STATUS		
EC	55		56 C0 00106	ADDL2 DW2, CURR_PTR		
			58 F3 00109 19\$:	AOBLEQ LINES_TO_SKIP, I, 18\$		
00 B442			3F 11 0010D	BRB 24\$		3841
	08 56		00 3B 0010F 20\$:	SKPC #0, DW2, @0(R4)[CURR_PTR]		3851
	04 AE		50 D0 00115	MOVL R0, REM_ATTR		
	AE		51 D0 00119	MOVL R1, FND		
		08	AE D5 0011D	TSTL REM_ATTR		3853
			14 13 00120	BEQL 21\$		
			52 DD 00122	PUSHL CURR_PTR		3860
		04	AE 9F 00124	PUSHAB DW		3859
			53 DD 00127	PUSHL R3		
		10	AE 9F 00129	PUSHAB FND		
		18	AE 9F 0012C	PUSHAB REM_ATTR		
	0000V CF		05 FB 0012F	CALLS #5, DO_ATTR		
			18 11 00134	BRB 24\$		3853
			55 D4 00136 21\$:	CLRL I		3863
			10 11 00138	BRB 23\$		
		OC	AE 9F 0013A 22\$:	PUSHAB LOC_DESC		
			53 DD 0013D	PUSHL R3		
	0000V CF		02 FB 0013F	CALLS #2, RMS_OUTPUT		
	5B		50 D0 00144	MOVL R0, STATUS		
	52		56 C0 00147	ADDL2 DW2, CURR_PTR		
EC	55		58 F3 0014A 23\$:	AOBLEQ LINES_TO_SKIP, I, 22\$		
			52 DD 0014E 24\$:	PUSHL CURR_PTR		3870
		04	AE 9F 00150	PUSHAB DW		
	FC26 CF		02 FB 00153	CALLS #2, TRIMMED_LENGTH		
	6E		50 D0 00158	MOVL R0, DW		
			67 D5 0015B	TSTL (R7)		3871
			13 13 0015D	BEQL 25\$		
00 B442			00 3B 0015F	SKPC #0, DW2, @0(R4)[CURR_PTR]		3879
	08 56		50 D0 00165	MOVL R0, REM_ATTR		
	04 AE		51 D0 00169	MOVL R1, FND		
	AE		AE D5 0016D	TSTL REM_ATTR		
		08	17 12 00170	BNEQ 26\$		
	OC AE		6E B0 00172 25\$:	MOVW DW, LOC_DESC		
	10 AE		52 D0 00176	MOVL CURR_PTR, LOC_DESC+4		
		OC	AE 9F 0017A	PUSHAB LOC_DESC		
			53 DD 0017D	PUSHL R3		
	0000V CF		02 FB 0017F	CALLS #2, RMS_OUTPUT		

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
PUT_MAP - Output current map

C 7
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 102
(29)

5B	50	DO	00184	MOVL	R0	STATUS	:
	12	11	00187	BRB	27\$		:
	52	DD	00189	PUSHL	CURR_PTR		:
	04	AE	9F 0018B	PUSHAB	DW		:
	53	DD	0018E	PUSHL	R3		:
	10	AE	9F 00190	PUSHAB	FND		:
	18	AE	9F 00193	PUSHAB	REM_ATTR		:
0000V	CF	05	FB 00196	CALLS	#5, DO_ATTR		:
	52	56	CO 0019B	ADDL2	DW2, CURR_PTR		3885
	6E	56	DO 0019E	MOVL	DW2, DW		3886
		FE89	31 001A1	BRW	1\$		3754
67	00000000'	EF	DO 001A4	MOVL	SCR\$L WORKMASK, (R7)		3889
50		5B	DO 001AB	MOVL	STATUS, R0		3890
		04	001AE	RET			3891

; Routine Size: 431 bytes, Routine Base: _LIB\$CODE + 0C65

; 3662 3892 1 !<BLF/PAGE>


```
3664 3893 1 %SBTTL 'DO_ATTR - Handle bold and underlining'
3665 3894 1 ROUTINE DO_ATTR (
3666 3895 1     BYTES_REMAINING,
3667 3896 1     FNZ,
3668 3897 1     TCB: REF BLOCK [, BYTE],
3669 3898 1     LINE_LENGTH,
3670 3899 1     LINE_ADDR
3671 3900 1 ) =
3672 3901 1
3673 3902 1 ++
3674 3903 1 FUNCTIONAL DESCRIPTION:
3675 3904 1     This routine handles lines containing underlining or bolding.
3676 3905 1     A larger line is built containing concatenated copies of the
3677 3906 1     original line with embedded <CR>'s. Bold characters are
3678 3907 1     overprinted, underlined characters are converted to '-' and
3679 3908 1     then overprinted.
3680 3909 1
3681 3910 1 CALLING SEQUENCE:
3682 3911 1
3683 3912 1     ret_status.wlc.v = DO_ATTR (BYTES_REMAINING.rl.r,
3684 3913 1                               FNZ.rl.r,
3685 3914 1                               TCB.rab.r,
3686 3915 1                               LINE_LENGTH.rl.r
3687 3916 1                               LINE_ADDR.ra.r)
3688 3917 1
3689 3918 1 FORMAL PARAMETERS:
3690 3919 1
3691 3920 1     BYTES_REMAINING.rl.r    Count of number of bytes remaining in
3692 3921 1                               current line. It is assumed to be less
3693 3922 1                               than or equal to DEV_WIDTH.
3694 3923 1
3695 3924 1     FNZ.rl.r               Address of first non_zero attribute byte
3696 3925 1                               in a table of attribute bytes.
3697 3926 1
3698 3927 1     TCB.rab.r              The current terminal control block.
3699 3928 1                               Used to calculate the size of the
3700 3929 1                               mapped data area and hence the start of
3701 3930 1                               the attribute area.
3702 3931 1
3703 3932 1     LINE_LENGTH.rl.r       Length of current line
3704 3933 1
3705 3934 1     LINE_ADDR.ra.r         Address of current line
3706 3935 1
3707 3936 1
3708 3937 1 IMPLICIT INPUTS:
3709 3938 1
3710 3939 1     NONE
3711 3940 1
3712 3941 1 IMPLICIT OUTPUTS:
3713 3942 1
3714 3943 1     NONE
3715 3944 1
3716 3945 1 COMPLETION STATUS:
3717 3946 1
3718 3947 1     $$$ NORMAL             Normal successful completion
3719 3948 1     Errors returned by:    RMS_OUTPUT
3720 3949 1                               STR$DUPL_CHAR
```



```
3721 3950 1 |
3722 3951 1 | SIDE EFFECTS:
3723 3952 1 |
3724 3953 1 | NONE
3725 3954 1 | --
3726 3955 1 |
3727 3956 2 | BEGIN
3728 3957 2 | BUILTIN
3729 3958 2 | SKPC;
3730 3959 2 | LOCAL
3731 3960 2 | BR,
3732 3961 2 | LOC FNZ : REF BLOCK [, BYTE],
3733 3962 2 | STATUS,
3734 3963 2 | UNDER_INDEX,
3735 3964 2 |
3736 3965 2 |
3737 3966 2 | BOLD_INDEX,
3738 3967 2 |
3739 3968 2 | UNDER_DESC : BLOCK [8, BYTE],
3740 3969 2 |
3741 3970 2 | BOLD_DESC : BLOCK [8, BYTE],
3742 3971 2 |
3743 3972 2 | FIX_UNDER_DESC : BLOCK [8, BYTE],
3744 3973 2 |
3745 3974 2 |
3746 3975 2 | FIX_BOLD_DESC : BLOCK [8, BYTE],
3747 3976 2 |
3748 3977 2 |
3749 3978 2 | CR_DESC : BLOCK [8, BYTE],
3750 3979 2 |
3751 3980 2 | RESULT_DESC : BLOCK [8, BYTE];
3752 3981 2 |
3753 3982 2 | +
3754 3983 2 | Construct descriptor for and allocate space for the underline buffer.
3755 3984 2 | Initialize buffer to all blanks. Initialize fixed underline buffer
3756 3985 2 | descriptor except for length which we compute as we procede.
3757 3986 2 | -
3758 3987 2 | UNDER_DESC [DSC$B_CLASS] = DSC$K_CLASS_D ; ! Dynamic
3759 3988 2 | UNDER_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ; ! Text
3760 3989 2 | UNDER_DESC [DSC$W_LENGTH] = 0 ; ! Length
3761 3990 2 | UNDER_DESC [DSC$A_POINTER] = 0 ; ! Unallocated address
3762 3991 2 |
3763 3992 2 | STATUS = STR$DUPL_CHAR ( UNDER_DESC, ! Resulting descriptor
3764 3993 2 | .LINE_LENGTH, ! Length needed
3765 3994 2 | UPLIT (BYTE (' '))); ! Fill character
3766 3995 2 |
3767 3996 2 | FIX_UNDER_DESC [DSC$B_CLASS] = DSC$K_CLASS_S ; ! Fixed
3768 3997 2 | FIX_UNDER_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ; ! Text
3769 3998 2 | FIX_UNDER_DESC [DSC$A_POINTER] = .UNDER_DESC [DSC$A_POINTER] ;
3770 3999 2 |
3771 4000 2 |
3772 4001 2 | +
3773 4002 2 | Construct descriptor for and allocate space for the bolding buffer.
3774 4003 2 | Initialize buffer to all blanks. Initialize fixed bolding buffer
3775 4004 2 | descriptor except for length which we compute as we procede.
3776 4005 2 | -
3777 4006 2 | BOLD_DESC [DSC$B_CLASS] = DSC$K_CLASS_D ; ! Dynamic
```



```
: 3778      4007 2      BOLD_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ;      ! Text
: 3779      4008 2      BOLD_DESC [DSC$W_LENGTH] = 0 ;              ! Length
: 3780      4009 2      BOLD_DESC [DSC$A_POINTER] = 0 ;              ! Unallocated address
: 3781      4010 2
: 3782      4011 2      STATUS = STR$DUPL_CHAR ( BOLD_DESC,          ! Resulting descriptor
: 3783      4012 2          .LINE_LENGTH,                          ! Length needed
: 3784      4013 2          UPLIT-(BYTE (' ')));                    ! Fill character
: 3785      4014 2
: 3786      4015 2      FIX_BOLD_DESC [DSC$B_CLASS] = DSC$K_CLASS_S ;      ! Fixed
: 3787      4016 2      FIX_BOLD_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ;      ! Text
: 3788      4017 2      FIX_BOLD_DESC [DSC$A_POINTER] = .BOLD_DESC [DSC$A_POINTER] ;
: 3789      4018 2
: 3790      4019 2      +
: 3791      4020 2      Initialize indices into BUFFER. These are the relative positions of
: 3792      4021 2      the right-most underline char, and right-most 'char-for-bolding'.
: 3793      4022 2      They may get reset as we proceed with loop below.
: 3794      4023 2      -
: 3795      4024 2      BOLD_INDEX = -1;
: 3796      4025 2      UNDER_INDEX = -1;
: 3797      4026 2
: 3798      4027 2      +
: 3799      4028 2      Loop through all the attributes bytes remaining, building carriage
: 3800      4029 2      returns and properly positioned copies of the original text that
: 3801      4030 2      needs to be bolded. For underlining, we build a copy of the original
: 3802      4031 2      text that contains blanks in all positions except those to be
: 3803      4032 2      underlined. These cells will contain an underscore.
: 3804      4033 2      We manually break out of the loop when there are no more non-zero
: 3805      4034 2      attribute bytes to process.
: 3806      4035 2      -
: 3807      4036 2      LOC_FNZ = .FNZ ;
: 3808      4037 2      BR = .BYTES_REMAINING ;      ! Initialize local copy
: 3809      4038 2      WHILE -1
: 3810      4039 2      DO
: 3811      4040 2          BEGIN      ! Overall loop
: 3812      4041 2              LOCAL
: 3813      4042 2                  INDEX;                      ! Local index into underline buffer and
: 3814      4043 2                  ! bold buffer
: 3815      4044 2                  INDEX = .TCB [SCR$W_DEVWIDTH] - .BR ;
: 3816      4045 2                  IF .LOC_FNZ [SCR$V_UNDERLINE] EQL 1
: 3817      4046 2                      THEN
: 3818      4047 2                          BEGIN      ! Underlining needed
: 3819      4048 2                              UNDER_INDEX = .INDEX ;      ! Right-most underline
: 3820      4049 2                              .UNDER_DESC [DSC$A_POINTER] + .INDEX = %C'_ ' ;
: 3821      4050 2                              END;      ! Underlining needed
: 3822      4051 2
: 3823      4052 2                  IF .LOC_FNZ [SCR$V_BOLD] EQL 1
: 3824      4053 2                      THEN
: 3825      4054 2                          BEGIN      ! Bolding needed
: 3826      4055 2                              .BOLD_DESC [DSC$A_POINTER] + .INDEX =
: 3827      4056 2                                  (.LINE_ADDR + .INDEX) ;
: 3828      4057 2                              BOLD_INDEX = .INDEX ;      ! Right-most bold
: 3829      4058 2                              END;      ! Bolding needed
: 3830      4059 2
: 3831      4060 2                  BR = .BR - 1 ;
: 3832      4061 2                  LOC_FNZ = .LOC_FNZ + 1 ;      ! to next attribute byte
: 3833      4062 2                  SKPT (%REF(NULL), BR, .LOC_FNZ; BR, LOC_FNZ);
: 3834      4063 2                  IF .BR EQL 0
```



```

3835      4064      3      THEN
3836      4065      3      EXITLOOP ;
3837      4066      3      END;      ! Overall loop
3838      4067      3
3839      4068      3      +
3840      4069      3      Calculate true lengths of underline and bold buffers.
3841      4070      3      -
3842      4071      3      FIX_UNDER_DESC [DSC$W_LENGTH] = .UNDER_INDEX + 1 ;
3843      4072      3      FIX_BOLD_DESC [DSC$W_LENGTH] = .BOLD_INDEX + 1 ;
3844      4073      3
3845      4074      3      +
3846      4075      3      Build composite string by concatenating the pieces.
3847      4076      3      -
3848      4077      3      RESULT_DESC [DSC$B_CLASS] = DSC$K_CLASS_D ;      ! Dynamic
3849      4078      3      RESULT_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ;      ! Text
3850      4079      3      RESULT_DESC [DSC$W_LENGTH] = 0 ;      ! Length
3851      4080      3      RESULT_DESC [DSC$A_POINTER] = 0 ;      ! Unallocated address
3852      4081      3
3853      4082      3      CR_DESC [DSC$B_CLASS] = DSC$K_CLASS_S ;      ! Fixed
3854      4083      3      CR_DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T ;      ! Text
3855      4084      3      CR_DESC [DSC$W_LENGTH] = 1 ;      ! Length = 1
3856      4085      3      CR_DESC [DSC$A_POINTER] = UPLIT (BYTE (CR));      ! A <CR>
3857      4086      3
3858      4087      3      BEGIN
3859      4088      3      LOCAL
3860      4089      3      DESC : BLOCK [8,BYTE];
3861      4090      3      DESC [DSC$B_DTYPE] = DSC$K_DTYPE_T;
3862      4091      3      DESC [DSC$B_CLASS] = DSC$K_CLASS_S;
3863      4092      3      DESC [DSC$W_LENGTH] = ..LINE_LENGTH;
3864      4093      3      DESC [DSC$A_POINTER] = .LINE_ADDR;
3865      4094      3
3866      4095      3      STATUS = STR$CONCAT ( RESULT_DESC,      ! Resulting string
3867      4096      3      DESC,      ! Original string
3868      4097      3      CR_DESC,      ! A <CR>
3869      4098      3      FIX_UNDER_DESC,      ! Underlining string
3870      4099      3      CR_DESC,      ! A <CR>
3871      4100      3      FIX_BOLD_DESC,      ! Bolding string copy 1
3872      4101      3      CR_DESC,      ! A <CR>
3873      4102      3      FIX_BOLD_DESC,      ! Bolding string copy 2
3874      4103      3      CR_DESC,      ! A <CR>
3875      4104      3      FIX_BOLD_DESC );      ! Bolding string copy 3
3876      4105      3
3877      4106      3      END;
3878      4107      3
3879      4108      3      +
3880      4109      3      Output composite string we've built
3881      4110      3      -
3882      4111      3      STATUS = RMS_OUTPUT ( .TCB, RESULT_DESC );
3883      4112      3
3884      4113      3      +
3885      4114      3      Give back strings used
3886      4115      3      -
3887      4116      3      LIB$FREE1_DD ( UNDER_DESC );
3888      4117      3      LIB$FREE1_DD ( BOLD_DESC );
3889      4118      3      LIB$FREE1_DD ( RESULT_DESC );
3890      4119      3      RETURN (.STATUS) ;
3891      4120      3      END;

```

! End of routine DO_ATTR

			20	00E14	P.AAW:	.ASCII	\ \	:	
				00E15		.BLKB	3	:	
			20	00E18	P.AAX:	.ASCII	\ \	:	
				00E19		.BLKB	3	:	
			0D	00E1C	P.AAY:	.BYTE	13	:	
								:	
				07FC	00000	DO_ATTR: .WORD	Save R2,R3,R4,R5,R6,R7,R8,R9,R10	:	3894
	5A	00000000G	00	9E	00002	MOVAB	STR\$DUPL_CHAR, R10	:	
	59	00000000G	00	9E	00009	MOVAB	LIB\$SFREE1_DD, R9	:	
	5E		38	C2	00010	SUBL2	#56, SP	:	
30	AE	020E0000	8F	D0	00013	MOVL	#34471936, UNDER_DESC	:	3989
		34	AE	D4	0001B	CLRL	UNDER_DESC+4	:	3990
		D6	AF	9F	0001E	PUSHAB	P.AAW	:	3994
		10	AC	DD	00021	PUSHL	LINE_LENGTH	:	3993
		38	AE	9F	00024	PUSHAB	UNDER_DESC	:	3992
	6A		03	FB	00027	CALLS	#3, STR\$DUPL_CHAR	:	
	58		50	D0	0002A	MOVL	R0, STATUS	:	
22	AE	010E	8F	B0	0002D	MOVW	#270, FIX_UNDER_DESC+2	:	3997
24	AE	34	AE	D0	00033	MOVL	UNDER_DESC+4, FIX_UNDER_DESC+4	:	3998
28	AE	020E0000	8F	D0	00038	MOVL	#34471936, BOLD_DESC	:	4008
		2C	AE	D4	00040	CLRL	BOLD_DESC+4	:	4009
		B5	AF	9F	00043	PUSHAB	P.AAX	:	4013
		10	AC	DD	00046	PUSHL	LINE_LENGTH	:	4012
		30	AE	9F	00049	PUSHAB	BOLD_DESC	:	4011
	6A		03	FB	0004C	CALLS	#3, STR\$DUPL_CHAR	:	
	58		50	D0	0004F	MOVL	R0, STATUS	:	
1A	AE	010E	8F	B0	00052	MOVW	#270, FIX_BOLD_DESC+2	:	4016
1C	AE	2C	AE	D0	00058	MOVL	BOLD_DESC+4, FIX_BOLD_DESC+4	:	4017
	57		01	CE	0005D	MNEGL	#1, BOLD_INDEX	:	4024
	56		01	CE	00060	MNEGL	#1, UNDER_INDEX	:	4025
	51	08	BC	D0	00063	MOVL	@FNZ, LOC_FNZ	:	4036
	50	04	BC	D0	00067	MOVL	@BYTES_REMAINING, BR	:	4037
	54	0C	AC	D0	0006B	MOVL	TCB, R4	:	4044
	52	0C	A4	3C	0006F	MOVZWL	12(R4), INDEX	:	
	52		50	C2	00073	SUBL2	BR, INDEX	:	
0C	61		03	E1	00076	BBC	#3, (LOC_FNZ), 2\$	:	4045
	56		52	D0	0007A	MOVL	INDEX, UNDER_INDEX	:	4048
53	52	34	AE	C1	0007D	ADDL3	UNDER_DESC+4, INDEX, R3	:	4049
	63	5F	8F	9A	00082	MOVZBL	#95, (R3)	:	
	10		61	E9	00086	BLBC	(LOC_FNZ), 3\$	:	4052
55	52	2C	AE	C1	00089	ADDL3	BOLD_DESC+4, INDEX, R5	:	4055
53	52	14	AC	C1	0008E	ADDL3	LINE_ADDR, INDEX, R3	:	4056
	65		63	D0	00093	MOVL	(R3), (R5)	:	
	57		52	D0	00096	MOVL	INDEX, BOLD_INDEX	:	4057
			50	D7	00099	DECL	BR	:	4060
			51	D6	0009B	INCL	LOC_FNZ	:	4061
61	50		00	3B	0009D	SKPC	#0, BR, (LOC_FNZ)	:	4062
			50	D5	000A1	TSTL	BR	:	4063
			CA	12	000A3	BNEQ	1\$	:	
20	AE	56	01	A1	000A5	ADDW3	#1, UNDER_INDEX, FIX_UNDER_DESC	:	4071
18	AE	57	01	A1	000AA	ADDW3	#1, BOLD_INDEX, FIX_BOLD_DESC	:	4072
		08	AE	020E0000	8F	D0	#34471936, RESULT_DESC	:	4079

LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
DO_ATTR - Handle bold and underlining

I 7
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 108
(30)

			0C	AE	D4	000B7	CLRL	RESULT_DESC+4	:	4080
10	AE	010E	0001	8F	D0	000BA	MOVL	#17694721, CR_DESC	:	4084
14	AE		FF39	CF	9E	000C2	MOVAB	P.AAY, CR_DESC+4	:	4085
02	AE		010E	8F	B0	000C8	MOVW	#270, DESC+2	:	4090
	6E		10	BC	B0	000CE	MOVW	@LINE_LENGTH, DESC	:	4092
04	AE		14	AC	D0	000D2	MOVL	LINE_ADDR, DESC+4	:	4093
			18	AE	9F	000D7	PUSHAB	FIX_BOLD_DESC	:	4095
			14	AE	9F	000DA	PUSHAB	CR_DESC	:	
			20	AE	9F	000DD	PUSHAB	FIX_BOLD_DESC	:	
			1C	AE	9F	000E0	PUSHAB	CR_DESC	:	
			28	AE	9F	000E3	PUSHAB	FIX_BOLD_DESC	:	
			24	AE	9F	000E6	PUSHAB	CR_DESC	:	
			38	AE	9F	000E9	PUSHAB	FIX_UNDER_DESC	:	
			2C	AE	9F	000EC	PUSHAB	CR_DESC	:	
			20	AE	9F	000EF	PUSHAB	DESC	:	
			2C	AE	9F	000F2	PUSHAB	RESULT_DESC	:	
00000000G	00			0A	FB	000F5	CALLS	#10, STR\$CONCAT	:	
	58			50	D0	000FC	MOVL	R0, STATUS	:	
			08	AE	9F	000FF	PUSHAB	RESULT_DESC	:	4110
			0C	AC	DD	00102	PUSHL	TCB	:	
0000V	CF			02	FB	00105	CALLS	#2, RMS_OUTPUT	:	
	58			50	D0	0010A	MOVL	R0, STATUS	:	
			30	AE	9F	0010D	PUSHAB	UNDER_DESC	:	4116
	69			01	FB	00110	CALLS	#1, LIB\$FREE1_DD	:	
			28	AE	9F	00113	PUSHAB	BOLD_DESC	:	4117
	69			01	FB	00116	CALLS	#1, LIB\$FREE1_DD	:	
			08	AE	9F	00119	PUSHAB	RESULT_DESC	:	4118
	69			01	FB	0011C	CALLS	#1, LIB\$FREE1_DD	:	
	50			58	D0	0011F	MOVL	STATUS, R0	:	4119
				04	00	00122	RET		:	4120

; Routine Size: 291 bytes, Routine Base: _LIB\$CODE + 0E1D

; 3892 4121 1 !<BLF/PAGE>


```

: 3894 4122 1 %SBTTL 'RMS_OUTPUT - Write string via RMS'
: 3895 4123 1 ROUTINE RMS_OUTPUT ( TCB : REF BLOCK [,BYTE],
: 3896 4124 1     STRING : REF BLOCK [,BYTE] ) =
: 3897 4125 1 ++
: 3898 4126 1 FUNCTIONAL DESCRIPTION:
: 3899 4127 1
: 3900 4128 1     This routine writes the specified string to the terminal using
: 3901 4129 1     RMS. If an RMS file is open for the stream it will be used,
: 3902 4130 1     else LIB$PUT_OUTPUT will be called.
: 3903 4131 1
: 3904 4132 1 CALLING SEQUENCE:
: 3905 4133 1
: 3906 4134 1     ret_status.wlc.v = RMS_OUTPUT ( TCB.rab.r, string.rt.ds )
: 3907 4135 1
: 3908 4136 1 FORMAL PARAMETERS:
: 3909 4137 1
: 3910 4138 1     TCB.rab.r      Address of current terminal control block.
: 3911 4139 1
: 3912 4140 1     STRING.rt.ds   Address of fixed string descriptor of output
: 3913 4141 1     string.
: 3914 4142 1
: 3915 4143 1 IMPLICIT INPUTS:
: 3916 4144 1
: 3917 4145 1     NONE
: 3918 4146 1
: 3919 4147 1 IMPLICIT OUTPUTS:
: 3920 4148 1
: 3921 4149 1     NONE
: 3922 4150 1
: 3923 4151 1 ROUTINE STATUS:
: 3924 4152 1
: 3925 4153 1     Status returned by RMS PUT, LIB$PUT_OUTPUT, or users output
: 3926 4154 1     routine.
: 3927 4155 1
: 3928 4156 1 SIDE EFFECTS:
: 3929 4157 1
: 3930 4158 1     String will be output.
: 3931 4159 1 --
: 3932 4160 1
: 3933 4161 2 BEGIN
: 3934 4162 2
: 3935 4163 2 BUILTIN
: 3936 4164 2 CALLG;
: 3937 4165 2
: 3938 4166 2 LOCAL
: 3939 4167 2 STATUS;                ! Status to return to caller
: 3940 4168 2
: 3941 4169 2 IF .TCB [SCR$L_RTNADDR] EQL 0    ! If no user-specified call-back
: 3942 4170 2 THEN
: 3943 4171 3 BEGIN ! We do ouptut
: 3944 4172 3 LOCAL
: 3945 4173 3 RAB : REF $RAB_DECL;
: 3946 4174 3
: 3947 4175 3 IF .TCB [SCR$L_RAB] EQL 0        ! If file not open on channel
: 3948 4176 3 THEN
: 3949 4177 4 BEGIN ! Use LIB$PUT_OUTPUT instead
: 3950 4178 4 STATUS = LIB$PUT_OUTPUT (".STRING" );
```



```

3951      4179 4      END      ! Use LIB$PUT_OUTPUT instead
3952      4180 3      ELSE
3953      4181 4      BEGIN      ! Do via RMS
3954      4182 4      RAB = .TCB [SCR$R_RAB];
3955      4183 4      RAB [RAB$W_RSZ] = .STRING [DSC$W_LENGTH] ; ! length of string
3956      4184 4      RAB [RAB$L_RBF] = .STRING [DSC$A_POINTER] ; ! Addr of string
3957      4185 4
3958      4186 4      WHILE $PUT (RAB = .RAB) EQL RMSS_RSA DO $WAIT (RAB = .RAB) ;
3959      4187 4      STATUS = .RAB [RAB$L_STS] ;
3960      4188 4      END      ! Do via RMS
3961      4189 4      END      ! We do output
3962      4190 4
3963      4191 4      ELSE
3964      4192 4      BEGIN      ! User does output
3965      4193 4      LOCAL
3966      4194 4      CHANNEL,      ! Channel as a longword
3967      4195 4      PARM_LIST : VECTOR [5];      ! Parameter list for call-back routine
3968      4196 4
3969      4197 4      CHANNEL = .TCB [SCR$W_CHAN] ;      ! Extract channel as longword
3970      4198 4
3971      4199 4      !+
3972      4200 4      ! Bliss must be forced to generate the proper CALL with R0 (not
3973      4201 4      ! the contents of R0) being moved to STATUS.
3974      4202 4      !-
3975      4203 4      PARM_LIST [0] = 4;      ! number of args
3976      4204 4      PARM_LIST [1] = .TCB [SCR$L_RTNARG];      ! user-supplied arg
3977      4205 4      PARM_LIST [2] = CHANNEL;      ! addr of channel
3978      4206 4      PARM_LIST [3] = .STRING;      ! addr of output string
3979      4207 4      PARM_LIST [4] = TCB [SCR$L_STREAM];      ! addr of stream
3980      4208 4      STATUS = CALLG (PARM_LIST, .TCB [SCR$L_RTNADDR]);      ! call user routine
3981      4209 4
3982      4210 4      END;      ! User does output
3983      4211 4
3984      4212 4      RETURN (.STATUS) ;
3985      4213 4
3986      4214 4      END;
3987      4215 1      ! End of routine RMS_OUTPUT
```

```

                                .EXTRN  SYSS$PUT, SYSS$WAIT
                                003C 00000 RMS_OUTPUT:
                                .WORD    Save R2,R3,R4,R5
                                5E      18  C2 00002      .SUBL2    #24, SP      4123
                                54      08  AC 00005      .MOVL     STRING, R4      4178
                                52      04  AC 00009      .MOVL     TCB, R2      4169
                                38      A2  D5 0000D      .TSTL    56(R2)
                                40      12  00010      .BNEQ     4$
                                74      A2  D5 00012      .TSTL    116(R2)      4175
                                08      12  00015      .BNEQ     1$
                                54      DD 00017      .PUSHL    R4      4178
                                01      FB 00019      .CALLS    #1, LIB$PUT_OUTPUT
                                4F      11 00020      .BRB
                                74      A2  D0 00022 1$: .MOVL     116(R2), RAB      4182
                                22      53      64  B0 00026      .MOVW    (R4), 34(RAB)      4183
                                28      A3      04  A4  D0 0002A      .MOVL     4(R4), 40(RAB)      4184
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
RMS_OUTPUT - Write string via RMS

L 7
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 111
(31)

00000000G	00		53	DD	0002F	2\$:	PUSHL	RAB	:	4186
000182DA	8F		01	FB	00031		CALLS	#1, SYSSPUT	:	
			50	D1	00038		CMPL	R0, #99034	:	
			08	12	0003F		BNEQ	3\$	:	
00000000G	00		53	DD	00041		PUSHL	RAB	:	
			01	FB	00043		CALLS	#1, SYSSWAIT	:	
	55	08	E3	11	0004A		BRB	2\$	:	
			A3	D0	0004C	3\$:	MOVL	8(RAB), STATUS	:	4187
			22	11	00050		BRB	6\$	:	4169
	6E	08	A2	3C	00052	4\$:	MOVZWL	8(R2), CHANNEL	:	4198
04	AE		04	D0	00056		MOVL	#4, PARM_LIST	:	4204
08	AE	3C	A2	D0	0005A		MOVL	60(R2), PARM_LIST+4	:	4205
0C	AE		6E	9E	0005F		MOVAB	CHANNEL, PARM_LIST+8	:	4206
10	AE		54	D0	00063		MOVL	R4, PARM_LIST+12	:	4207
14	AE	30	A2	9E	00067		MOVAB	48(R2), PARM_LIST+16	:	4208
38	B2	04	AE	FA	0006C		CALLG	PARM_LIST, @56(R2)	:	4209
	55		50	D0	00071	5\$:	MOVL	R0, STATUS	:	
	50		55	D0	00074	6\$:	MOVL	STATUS, R0	:	4213
			04	00077			RET		:	4215

; Routine Size: 120 bytes, Routine Base: _LIB\$CODE + 0F40

; 3988 4216 1 !<BLF/PAGE>


```
3990 4217 1 %SBTTL 'SET_CURSOR - Create set cursor sequence'
3991 4218 1 ROUTINE SET_CURSOR (
3992 4219 1     TCB : REF BLOCK [,BYTE],
3993 4220 1     LINE_NO,
3994 4221 1     COL_NO,
3995 4222 1     BUFFER,
3996 4223 1     CUR_SIZE
3997 4224 1 ) =
3998 4225 1 ++
3999 4226 1 FUNCTIONAL DESCRIPTION:
4000 4227 1
4001 4228 1     This routine generates the escape sequence for a set cursor
4002 4229 1     position and appends the string to a given output buffer. No
4003 4230 1     buffer overflow checking is done as it is assumed that the cursor
4004 4231 1     will be the first thing in the buffer.
4005 4232 1
4006 4233 1 CALLING SEQUENCE:
4007 4234 1
4008 4235 1     ret_status.wlc.v = SET_CURSOR (TCB.rz.r, LINE_NO.rl.v, COL_NO.rl.v,
4009 4236 1     BUFFER.mt.r, CUR_SIZE.ml.r)
4010 4237 1
4011 4238 1 FORMAL PARAMETERS:
4012 4239 1
4013 4240 1     TCB.rz.r             addr of Terminal Control Block
4014 4241 1     LINE_NO.rl.v        line number
4015 4242 1     COL_NO.rl.v         column number
4016 4243 1     BUFFER.mt.r         addr of buffer
4017 4244 1     CUR_SIZE.ml.r       # bytes currently in buffer
4018 4245 1
4019 4246 1 IMPLICIT INPUTS:
4020 4247 1
4021 4248 1     NONE
4022 4249 1
4023 4250 1 IMPLICIT OUTPUTS:
4024 4251 1
4025 4252 1     NONE
4026 4253 1
4027 4254 1 COMPLETION STATUS:
4028 4255 1
4029 4256 1
4030 4257 1 SIDE EFFECTS:
4031 4258 1
4032 4259 1     NONE
4033 4260 1 --
4034 4261 1
4035 4262 2 BEGIN
4036 4263 2
4037 4264 2 LOCAL
4038 4265 2     VT100CTL : VECTOR [1, 8] INITIAL (
4039 4266 2         DSC$K_DTYPE T ^24 + DSC$K_CLASS S ^16 + 10,
4040 4267 2         UPLIT ( BYTE (ESC, LB, '!OL;UL', VT100_SC))) ,
4041 4268 2         dsc for cvt to vt100 sequence
4042 4269 2         FAO control string
4043 4270 2     FREE_ADDR : REF VECTOR [,BYTE], addr of 1st free byte
4044 4271 2     TERM_TYPE; terminal type
4045 4272 2
4046 4273 2
```



```

: 4047      4274      2      FREE_ADDR = .BUFFER + ..CUR_SIZE;      ! addr of next free byte
: 4048      4275
: 4049      4276      IF .TCB [SCR$B_TYPE] EQL VTFOREIGN
: 4050      4277      THEN
: 4051      4278          TERM_TYPE = .TCB [SCR$B_DEVTYP]
: 4052      4279      ELSE
: 4053      4280          TERM_TYPE = .TCB [SCR$B_TYPE];
: 4054      4281
: 4055      4282      CASE .TERM_TYPE FROM UNKNOWN TO VT100 OF
: 4056      4283      SET
: 4057      4284
: 4058      4285          [UNKNOWN]:
: 4059      4286              RETURN 1;                      ! do nothing
: 4060      4287
: 4061      4288          [VT05]:
: 4062      4289              BEGIN
: 4063      4290                  .CUR_SIZE = ..CUR_SIZE + 7;      ! update current size of buffer
: 4064      4291                  FREE_ADDR [0] = VT05_SC;      ! put set cursor sequence into buffer
: 4065      4292                  FREE_ADDR [1] = CB + ..LINE_NO;
: 4066      4293                  FREE_ADDR [2] = 0;
: 4067      4294                  FREE_ADDR [3] = 0;
: 4068      4295                  FREE_ADDR [4] = 0;
: 4069      4296                  FREE_ADDR [5] = 0;
: 4070      4297                  FREE_ADDR [6] = CB + ..COL_NO;
: 4071      4298                  END;
: 4072      4299
: 4073      4300          [VT52]:
: 4074      4301              BEGIN
: 4075      4302                  .CUR_SIZE = ..CUR_SIZE + 4;      ! update current size of buffer
: 4076      4303                  FREE_ADDR [0] = ESC;      ! put set cursor sequence into buffer
: 4077      4304                  FREE_ADDR [1] = VT52_SC;
: 4078      4305                  FREE_ADDR [2] = CB + ..LINE_NO;
: 4079      4306                  FREE_ADDR [3] = CB + ..COL_NO;
: 4080      4307                  END;
: 4081      4308
: 4082      4309          [VT100]:
: 4083      4310              BEGIN
: 4084      4311                  LOCAL
: 4085      4312                      STATUS,
: 4086      4313                      CVT_ARGS : VECTOR [2],
: 4087      4314                      FAO_BUFFER : BLOCK [8, BYTE],
: 4088      4315                      FAO_LEN : WORD;
: 4089      4316
: 4090      4317                      CVT_ARGS [0] = ..LINE_NO;
: 4091      4318                      CVT_ARGS [1] = ..COL_NO;
: 4092      4319                      FAO_BUFFER [DSC$B_DTYPE] = DSC$K_DTYPE_T;
: 4093      4320                      FAO_BUFFER [DSC$B_CLASS] = DSC$K_CLASS_S;
: 4094      4321                      FAO_BUFFER [DSC$W_LENGTH] = (.TCB [SCR$L_BUFSIZ] - ..CUR_SIZE);
: 4095      4322                      FAO_BUFFER [DSC$A_POINTER] = .FREE_ADDR;
: 4096      4323
: 4097      4324                      !+
: 4098      4325                      ! Convert to ASCII characters and move to buffer.
: 4099      4326                      !-
: 4100      4327                      STATUS = $FAOL (CTRSTR = VT100CTL, OUTLEN = FAO_LEN,
: 4101      4328                      OUTBUF = FAO_BUFFER, PRMLST = CVT_ARGS);
: 4102      4329                      IF NOT .STATUS THEN RETURN (.STATUS);
: 4103      4330                      .CUR_SIZE = ..CUR_SIZE + .FAO_LEN;      ! add length of appended string
```



```
: 4104      4331 3
: 4105      4332 2
: 4106      4333 2
: 4107      4334 2
: 4108      4335 2
: 4109      4336 2
: 4110      4337 2
: 4111      4338 2
: 4112      4339 2
: 4113      4340 2
: 4114      4341 1

                END;
        [INRANGE,OUTRANGE]:
                RETURN 0;
                ! should never get here

        TES;
        RETURN 1;

        END;
                ! End of routine SET_CURSOR
```

```
4C 55 21 3B 4C 5B 1B 00FB8 P.AAZ: .BYTE 27, 91
                    21 00FBA .ASCII \!UL;!UL\
                    66 00FC1 .BYTE 102
```

```
0004 00000 SET_CURSOR:
                                .WORD Save R2
                                SUBL2 #28, SP
                                MOVL #234946570, VT100CTL
                                MOVAB P.AAZ, VT100CTL+4
                                ADDL3 @CUR_SIZE, BUFFER, FREE_ADDR
                                MOVL TCB, R1
                                CMPB 10(R1), #4
                                BNEQ 1$
                                MOVZBL 11(R1), TERM_TYPE
                                BRB 2$
                                MOVZBL 10(R1), TERM_TYPE
                                CASEL TERM_TYPE, #0, #3
                                .WORD 7$-3$, -
                                4$-3$, -
                                5$-3$, -
                                6$-3$
                                BRB 8$
                                ADDL2 #7, @CUR_SIZE
                                MOVAB #14, (FREE_ADDR)
                                ADDB3 #31, LINE_NO, 1(FREE_ADDR)
                                CLRL 2(FREE_ADDR)
                                ADDB3 #31, COL_NO, 6(FREE_ADDR)
                                BRB 7$
                                ADDL2 #4, @CUR_SIZE
                                MOVW #22811, (FREE_ADDR)
                                ADDB3 #31, LINE_NO, 2(FREE_ADDR)
                                ADDB3 #31, COL_NO, 3(FREE_ADDR)
                                BRB 7$
                                MOVQ LINE_NO, CVT_ARGS
                                MOVW #270, FAO_BUFFER+2
                                SUBW3 @CUR_SIZE, 76(R1), FAO_BUFFER
                                MOVL FREE_ADDR, FAO_BUFFER+4
                                PUSHAB CVT_ARGS
                                PUSHAB FAO_BUFFER
                                PUSHAB FAO_LEN
                                PUSHAB VT100CTL

0039      03 0022      000A      006C      00030 3$:
                                .WORD 7$-3$, -
                                4$-3$, -
                                5$-3$, -
                                6$-3$
                                BRB 8$
                                ADDL2 #7, @CUR_SIZE
                                MOVAB #14, (FREE_ADDR)
                                ADDB3 #31, LINE_NO, 1(FREE_ADDR)
                                CLRL 2(FREE_ADDR)
                                ADDB3 #31, COL_NO, 6(FREE_ADDR)
                                BRB 7$
                                ADDL2 #4, @CUR_SIZE
                                MOVW #22811, (FREE_ADDR)
                                ADDB3 #31, LINE_NO, 2(FREE_ADDR)
                                ADDB3 #31, COL_NO, 3(FREE_ADDR)
                                BRB 7$
                                MOVQ LINE_NO, CVT_ARGS
                                MOVW #270, FAO_BUFFER+2
                                SUBW3 @CUR_SIZE, 76(R1), FAO_BUFFER
                                MOVL FREE_ADDR, FAO_BUFFER+4
                                PUSHAB CVT_ARGS
                                PUSHAB FAO_BUFFER
                                PUSHAB FAO_LEN
                                PUSHAB VT100CTL

                                4218
                                4262
                                4274
                                4276
                                4278
                                4280
                                4282
                                4335
                                4290
                                4291
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                                4293
                                4297
                                4282
                                4302
                                4303
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                                4282
                                4317
                                4319
                                4321
                                4322
                                4328
```


LIB\$SCREEN
V04-000

LIB\$SCREEN - Screen Management
SET_CURSOR - Create set cursor sequence

C 8
16-Sep-1984 02:28:18
14-Sep-1984 13:34:42

VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 115
(32)

00000000G	00	04	FB	0008B	CALLS	#4, SYSS\$FAOL
	0D	50	E9	00092	BLBC	STATUS, 9\$
	50	6E	3C	00095	MOVZWL	FAO_LEN, R0
14	BC	50	C0	00098	ADDL2	R0, @CUR_SIZE
	50	01	D0	0009C	MOVL	#1, R0
			04	0009F	RET	
		50	D4	000A0	CLRL	R0
			04	000A2	RET	

: 4329
: 4330
: 4339
: 4341
:

; Routine Size: 163 bytes, Routine Base: _LIB\$CODE + 0FC2

; 4115 4342 1 !<BLF/PAGE>

LIB\$SCREEN
V04-000

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D 8
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VAX-11 Bliss-32 V4.0-742
[VMSLIB.SRC]SCREEN.B32;1

Page 116
(33)

: 4117
: 4118
: 4119
4343 1 END
4344 1
4345 0 ELUDOM

! End of module LIB\$SCREEN

SCR\$ERASE== SCR\$ERASE PAGE
LIB\$UP_SCROLL== SCR\$UP_SCROLL
LIB\$SET_BUFFER== SCR\$SET_BUFFER
LIB\$DOWN_SCROLL== SCR\$DOWN_SCROLL

PSECT SUMMARY

Name	Bytes	Attributes
LIB\$DATA	12	NOVEC, WRT, RD, NOEXE, NOSHR, LCL, REL, CON, PIC, ALIGN(2)
LIB\$CODE	4197	NOVEC, NOWRT, RD, EXE, SHR, LCL, REL, CON, PIC, ALIGN(2)

Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
\$255\$DUA28:[SYSLIB]STARLET.L32;1	9776	37	0	581	00:01.0
\$255\$DUA28:[VMSLIB.OBJ]SCRLIB.L32;1	62	49	79	7	00:00.1

COMMAND QUALIFIERS

BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/NOTRACE/LIS=LIS\$:SCREEN/OBJ=OBJ\$:SCREEN MSRC\$:SCREEN/UPDATE=(ENH\$:SCREEN)

: Size: 4057 code + 152 data bytes
: Run Time: 01:24.8
: Elapsed Time: 01:29.4
: Lines/CPU Min: 3073
: Lexemes/CPU-Min: 19800
: Memory Used: 264 pages
: Compilation Complete

0436 AH-BT13A-SE
VAX/VMS V4.0

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0437 AH-BT13A-SE
VAX/VMS V4.0

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